

TEACHER-DIRECTED

# SCIENCE FICTION

ACTIVITY



## LAWS OF ROBOTICS

Between 1940 and 1950, Isaac Asimov created the Three Laws of Robotics for a series of stories he was writing.

### FIRST LAW

A robot cannot harm a human being or let one come to harm.

### SECOND LAW

A robot must obey orders except those that would cause it to break the First Law.

### THIRD LAW

A robot can protect itself, provided it doesn't break the First or Second Laws in doing so.

Visualize what it might be like to be a robot. Brainstorm some rules that robots might want humans to follow when using robots. Use these rules and any other ideas you have to write three laws for humans when using robots.

## THE THREE LAWS OF HUMANKIND

FIRST LAW

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SECOND LAW

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THIRD LAW

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## ROBOT DESIGN

Research to find out about different kinds of robots. Then design a robot that could become a character in a science fiction story. Make a sketch of the robot. Label its parts.

Complete the Robot Specifications list with any other information a laboratory might need to build the robot you have designed.

### ➤ ROBOT SPECIFICATIONS

Name: \_\_\_\_\_

Size: \_\_\_\_\_

Materials: \_\_\_\_\_

Power Source: \_\_\_\_\_

Special Features: \_\_\_\_\_



INDEPENDENT  
ANALYSIS

TWO

SCIENCE FICTION

TITLE

AUTHOR

WHEN



WHERE



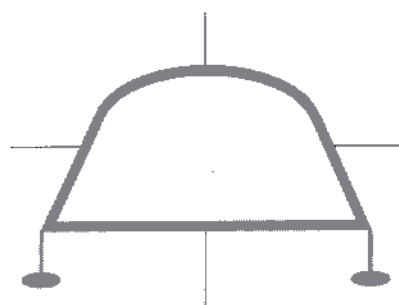
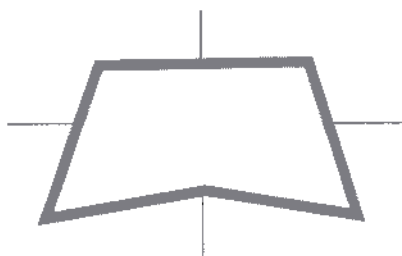
POINT OF VIEW



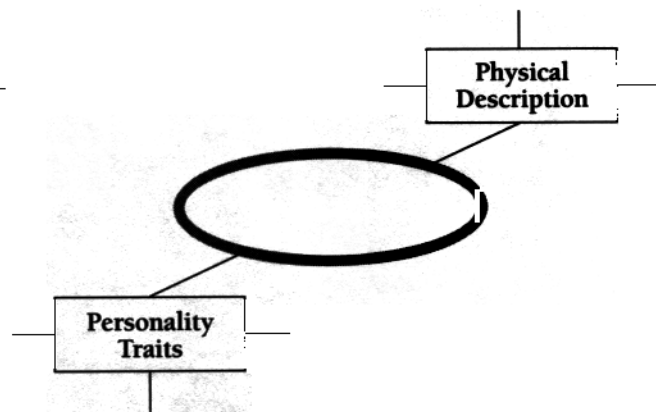
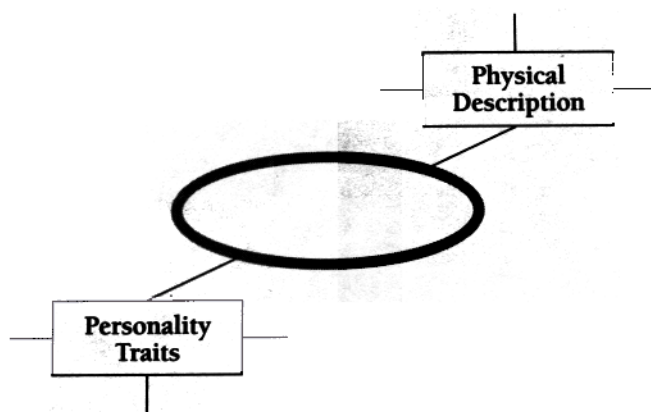
PLOT DIAGRAM

SETTING





## CHARACTER CLUSTERS



## CONDITIONS FOR SURVIVAL

BASIC NEED	HOW BASIC NEED WAS MET
Oxygen	
Water	
Food	
Clothing	
Shelter	