SMART HOME, SWEET HOME

Number 1 Future Street

In the future it will probably be normal to talk to your home and tell it how to work. You'll easily be able to change the way it looks, too.

One day it could be common for homes to be filled with sensors and computer controls that monitor and control everything, from the heating to the colour of the walls and the way the air smells. Even your toilet might get smart. It will know when to clean itself but it might also be able to analyse your poop to make sure you are healthy. It could give you some health tips, such as: "I can tell you need some vitamin C. Try eating an orange."

Future homes will be fuelled by sunlight, wind power or even algae - the green sludge that grows in ponds. A building in Germany is already being powered by micro-algae inside glass panels on its walls. Micro-algae love sunshine, which makes them grow. They turn into a bubbly goop that generates warmth for the house, and can be used to make biofuel or even food (see p13).

Future houses are likely to be built more like Lego™ models, with bricks that slot together and walls that are easily moved around to change the shape of rooms. Homes might even be made from building material inspired by animals. Scientists have worked out how to grow material for bricks by using the same natural chemicals that an ocean animal - the abalone - uses to grow its shell. They're also hoping to make strong lightweight material by copying the tiny fibres inside reindeer antlers, and they've even made super-strong fabrics with the natural chemicals that a spider uses to spin web silk.

> more common in future homes.



POWERED DRESSING Textiles get technical

voice recognition controls built in, you'll soon be able

or tiny devices called nanogenerators, which make

probably become more common. For instance, bioculture





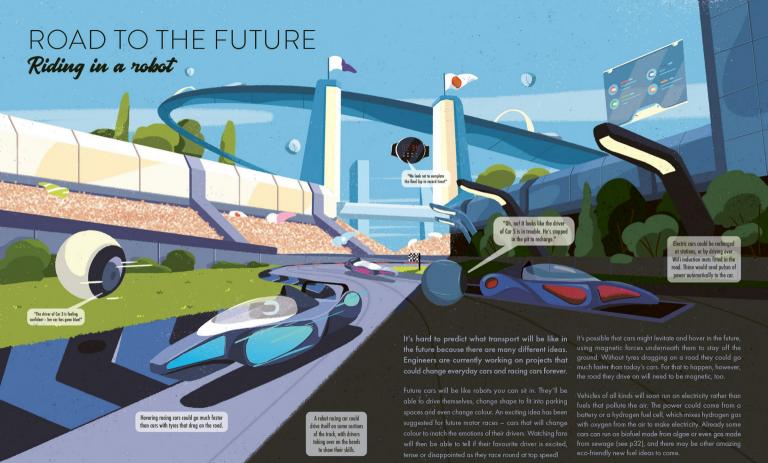


THIS ITEM OF CLOTHING HAS VOICE RECOGNITION TECHNOLOGY

IT MONITORS BODY TEMPERATURE AND CAN KEEP YOU WARM OR COOL.

MADE WITH 100% ELECTRONIC FIBRES THAT CAN CHANGE SHAPE AND COLOUR DEPENDING ON DESIRED OUTFIT.





COME TO MARS

Colony 1 needs you... but you must be brave

By the year 2150, humans could be setting up the first colony on Mars.

It's the nearest planet to Earth and it could be a useful base for asteroid mining.

But life there won't be easy...

It will take months to get to Mars, so visitors will have to be prepared for a long trip and take everything they might need with them. When they arrive, they'll face many dangers. The atmosphere on Mars is deadly to humans: it's bone-chillingly cold and huge dust storms rage for months. No one will be able to go outside without breathing equipment and a protective spacesuit.



Spaceships for going home could be built

on Mars, using parts delivered from Earth.

Workers could use mini spacecraft to travel between Mars and a base on one of its moons. There might be less risk from radiation and meteor strikes on a base set up on one of Mars's two moons.



Perhaps visitors will holiday on Mars one day! It won't look like Earth, but it will be an amazing place to stargaze and there are huge canyons, volcanoes, caves and craters to explore.

Dust storms would be common.



Modules would house leisure areas and indoor farms for growing food.



Buildings will probably have sections called modules, with between them. Inside there will be rooms to sleep and wor greenhouses for growing plants under lights. The buildings will need covered in shields to protect the humans inside them from high levels of ran

Martian spacesuits are already being tested