

Title: Technology and Magic in superhero comic books

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The scenario should be taught in a computer lab or in a classroom equipped with an interactive whiteboard. In the latter case, the students should use mobile devices (tablets, mobile phones) provided by the school, or brought by themselves. It is also suitable for online teaching. However, all of the activities can be adapted to be used without technology, in case a computer lab or mobile devices are not available, or if there is no internet connection in the school. The alternatives are provided in the scenario.

1st Teaching period:

1st Activity: super heroic comic

Time: 10'

Type of activity: Warm up activity - Discussion

Class organization: whole class

Actions/Tasks: The teacher or the students (after being informed) bring to class comics with superheroes and the teacher initiates a discussion about the characteristics of these comics and their heroes:

- What the “superheroes” are?
- When did they appear?
- What “super heroic comic” means?

2nd Activity: Comparing heroes and superheroes

Time: 20'

Type of activity: Interactive group activity

Class organization: 2 groups

Actions/Tasks: The teacher gives each group a worksheet with photographs of heroes (group A**) and superheroes (**group B**). Using **Mentimeter-Scheduling Poll** each group presents the characteristics of each category and then the teacher initiates a discussion about the similarities and the differences between**

the two categories. As a result, they create a board with the conclusions:

characteristics	heroes	superheroes

3rd Activity: What-is-my-superpower?

Time: 5'

Type of activity: quiz

Class organization: whole class

Actions/Tasks: the teacher ask the students to do the **quiz** and then students are divided to groups according to the results

4th Activity: my superhero

Time: 10

Type of activity: Interactive group activity

Class organization: group work

Actions/Tasks: Each group creates his own superhero: the students draw or describe a superhero the way they imagine (they can use the results of the quiz about their superpower). They present to the class their superhero and explain why they gave him specific characteristics.

2nd Teaching period:

1st Activity: Technology and Magic in superhero comic books

Time: 15'

Type of activity: Interactive presentation and productive discussion

Class organization: whole class

Actions/Tasks: The teacher presents a canvas about Technology and Magic in superhero comic books and initiates a discussion about the way religion and magic are presented in these books or films. The teacher may ask questions like:

1. In superheroes comics, which characters do we recognize?
2. What form does science take?
3. How is technology presented?
4. How is god presented?
5. In superheroes comics, can we recognize a composition of magic and technology? If so, how does it manifest itself?

Students express their opinion and present their arguments.

2nd Activity: Create a comic book

Time: 30'

Type of activity: Interactive group activity

Class organization: 5 groups: 4-5 students each

Actions/Tasks: The students create 2-4 cares (background, faces, actions) of a comic book where their superhero stars. They can use pixton or storyboardthat to create the comic.

They present it to the class and they post it on e-class or the school's website.