

Super-size me! The Superhero class

Contact Information: Nicole Gordon

Email: NGordon@Lindberghschools.ws

Description: Do you ever wish you had superpowers to clean your room, finish homework, or stop a bully? Well you can in this class. Become a superhero or superShero by creating your own superpowers, sidekick, tools, and a rival super villain. In order to be hired by the city of LEAPville, you may choose to make business cards, plan a travel spot for various superheroes, devise a map of your lair, advertise with a commercial, or plan a “thank you” party for your dedicated service. Learn how to make sculptures using wire, mesh, and papier-mâché to build a life size 3D model of yourself as a superhero, complete with a designer costume and mask. Will you save the day as Wonder Woman, the Incredibles or Captain America?



Essential Questions and Goals:

- What causes us to do things and what are the effects of those actions?
- How can we act to improve the world, thereby empowering youth to use their strengths and gifts by creating the superhero persona?
- How can we use resources and techniques to problem solve by creating a 3D to scale sculpture?
- The learner will incorporate measurement and problem solving skills to build a scaled model.
- The learner will develop plans, monitor their goals, and foresee problems to complete a variety of projects of their choice to express an original storyline.

Missouri Standards that I address and assess:

GOAL 1: *Students will demonstrate within and integrate across all content areas the ability to*

4. use technological tools and other resources to locate, select and organize information
5. comprehend and evaluate written, visual and oral presentations and works
6. discover and evaluate patterns and relationships in information, ideas and structures
8. organize data, information and ideas into useful forms (including charts, graphs, outlines) for analysis or presentation
9. identify, analyze and compare the institutions, traditions and art forms of past and present societies

GOAL 2: *Students will demonstrate within and integrate across all content areas the ability to*

1. plan and make written, oral and visual presentations for a variety of purposes and audiences
3. exchange information, questions and ideas while recognizing the perspectives of others
5. perform or produce works in the fine and practical arts
6. apply communication techniques to the job search and to the workplace

GOAL 3: *Students will demonstrate within and integrate across all content areas the ability to*

1. identify problems and define their scope and elements
3. develop and apply strategies based on one’s own experience in preventing or solving problems
4. evaluate the processes used in recognizing and solving problems
7. evaluate the extent to which a strategy addresses the problem
8. assess costs, benefits and other consequences of proposed solutions

GOAL 4: *Students will demonstrate within and integrate across all content areas the ability to*

1. explain reasoning and identify information used to support decisions
3. analyze the duties and responsibilities of individuals in societies
5. develop, monitor and revise plans of action to meet deadlines and accomplish goals
7. identify and apply practices that preserve and enhance the safety and health of self and others

National Educational Technology Strands

Goal 1: *Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology to*

- a. apply existing knowledge to generate new ideas, products, or processes.
- b. create original works as a means of personal or group expression.

Goal 2: *Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others using the abilities to*

- a. interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
- b. communicate information and ideas effectively to multiple audiences using a variety of media and formats.

Goal 3: *Students apply digital tools to*

- c. evaluate and select information sources and digital tools based on the appropriateness to specific tasks.

Goal 5: *Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior to*

- a. advocate and practice safe, legal, and responsible use of information and technology.
- b. exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- c. demonstrate personal responsibility for lifelong learning.

Goal 6: *Students demonstrate a sound understanding of technology concepts, systems, and operations and will*

- b. select and use applications effectively and productively.
- d. transfer current knowledge to learning of new technologies.

