"Super hero comic strip"

CHOICE ACTIVITY

Grade 3-9

OBJECTIVE:

To activate creative and imaginative thinking through writing and drawing.

Cards should be print-**MATERIALS:**

ed in colour and then

Set of cards: laminated.

Paper; Markers Cut cards along the

dotted line and punch

Crayons; Pencils a hole in the top left

corner. Bind with rib-Comic strip tem-

bon through each

plate hole.

This activity is for early finishers.

HOW TO PLAY:

Children can do this activity in groups or as individuals.

Pupils are to choose any 5 cards at random. The cards include scenarios; superpowers; villains; weaknesses and sidekicks.

They must then create a the story make sense, basic storyline using all of the chosen cards.

Once this story has been written down, they must then use the

comic strip template to draw it out.

It is important that but it can be outrageous or unusual.

Emerging:

Pupils can pair up with a friend who can explain the rules.

Exceeding:

Pupils should be encouraged to think outside of the box when writing their sentences, and to try new mediums when drawing.



Step 1: Pick 5 cards at random. There are scenario, superpower, villain, sidekick and weakness cards.

Step 2: Put these together in a simple storyline.



FOR EXAMPLE:

An alien invasion happens at school. The only one who can save the day is Captain Bubble, who is made of bubblegum. He fights off the monster alien with a fluffy, white Persian cat.

(make your story as fun as you can—remember ANYTHING is possible!)

Step 3: Draw this in the comic strip using crayons, pencils or markers.

Step 4: Use your imagination and make it interesting!















































































