

## Project Based Instruction Lesson

**Title:** Project Based Instruction Lesson: “Superheroes save the world!”

**Grade Level:** Grades 7-9

**Subject/Content:** English and Superheroes Project Work

**Summary of Lesson:** This is a project-based lesson plan designed to have students develop project works in the topic of “Superheroes” that they could imagine. The students will have ability to synthesize, analyze and summarize the information and formulate a solution of how and what they have learned from the project development. At last, the students present a summary of their findings along with their recommendation.

**Concept Learning Outcome:** Upon completion of this project, the students will be able to use four skills of English purposefully, meaningfully, naturally and effectively

**Terminal Objective:** To create a superhero and write comic strips about how he could save the world

**Enabling Objectives:**

- To answer questions about superhero movies
- To play game called ‘Superhero Surprise’
- To listen for information of superheroes
- To answer questions about superheroes
- To create a superhero and write comic strips about your own superhero.

**Language Focus:** Language Skills (listening, speaking, reading and writing)

**Expected Behaviour:**

- To learn cooperatively
- To appreciate the usefulness of English beyond the classroom

**Materials Needed**

- 9 flashcards: Superhero cards, 3 Power cards and 3 Problem cards.

**Procedures:**

Steps	Procedures
Pre-project stage	<p>1. Show students clues to let the students tell who he or she is. Talk about the superhero movies which they may have seen.</p> <p><b>Answers:</b> 1. Spiderman 2. Superman 3. Wonder woman 4. Batman</p> <p>2. Ask them to play game called 'Superhero Surprise'</p> <p><b>Type of game:</b> Pair work</p> <p><b>How to play:</b> The object is to test your superhero powers and mind reading ability.</p> <ol style="list-style-type: none"> <li>1. Tell students the superhero characters and their motions; superman, wonder woman, and batman.</li> <li>2. Tell the students to stand back to back with their partners, try to read their partners' mind, and find out which characters they are going to pick.</li> <li>3. When teacher count 1-3, tell each pair to about face and do the motion of the characters. If get it right, point to the sky and say 'yes'. If not, put your arm out and go to your forehead then say 'don't'</li> </ol> <p>3. Tell the class: Today we will meet three new superheroes. We will find out about them and then we will ask them to help us with some problems.</p> <p>4. Present the heroes one by one using the SUPERHERO cards and POWER cards.</p> <p>5. Stick up the 'Electro Will' card. Invite students to guess what he could do. Then put up the 'power' card underneath and read it out to students. Leave the cards on the whiteboard. Do the same with the other two cards till all six cards are on the board.</p> <p><i>*If you have a large class who cannot see the board then enlarge the cards or put them on the overhead projector so that everyone can see them clearly.</i></p>

Steps	Procedures
	<p>6. Use comprehension questions to check understanding. Give key words: for example blow, orange juice, electricity, ice and get students to point to the hero whom they are connected with. Ask check questions: Can he....? Can she.....?</p> <p><b>Suggestion:</b> For higher level classes, teachers can take the power cards off the board after a short review and see how much students can remember.</p> <p>7. Invite one student to the front of the class to hold the bigger ball or globe for you. Say: This is the Earth. Hold up the smaller ball and say This is a meteor (translate the word). It is going to hit the earth. What will happen? Students may suggest that everything in the world will be destroyed, etc. Tell the students that the superheroes have to stop the meteor hitting the earth. Point to their pictures on the board. Ask for suggestions as to how they can do this, e.g.</p> <p>D-Freeze can freeze things. The Spirit blows things away. Electro Will can zap things back into space. Write some suggestions on the board.</p>
During project stage	<p>8. Divide students into 3 groups in order to do this activity. Give each group a 'problem' card and a piece of paper. Tell them that they are going to make comic strips (at least 6 sections) about how the superheroes help the people in trouble.</p> <p><b>Suggestion:</b> Tell the students that they can use all the heroes in their story or just one or two of them. They can fill the boxes with words and pictures to make their story. Encourage them to use speech bubbles. Monitor and assist the students with the vocabulary they may need for this activity. Encourage them to be imaginative. Different students will have different skills. Not all of them need to draw beautifully. They do not need to use the past tense - present tense captions are OK.</p>

Steps	Procedures
	<p>9. Explain how to do the project work.</p> <p><b>Project</b>            Invent your own superhero and write comic strips about your own superhero. Use A4 paper to create your work.</p> <p><b>Things needed to include:</b></p> <ol style="list-style-type: none"> <li>1. Title and pictures of the cover of the story.</li> <li>2. Your superhero's powers.</li> <li>3. Comic strips based on the problem situation you think.</li> </ol> <p><b>Steps to do the project:</b></p> <ol style="list-style-type: none"> <li>1. Invent your own superhero. Tell his/her powers what he/she can do to save the world.</li> <li>2. Think about one problem situation that your superhero has to face and save the world.</li> <li>3. Create your own comic strips.</li> </ol>
Post-project stage	<p>10. Ask the students to present their work group by group. Other students can offer suggestions.</p> <p>11. Have students explain about the usefulness of the project work and how they learn English through developing the project</p> <p>12. Give recommendation and evaluate the work based on the evaluation form.</p>

### Evaluation/Assessment:

Grades will be determined from the following areas:

Obtain sufficient, reliable, useful information	10 points
Creativity / Neatness	10 points
Meaningful use of English	10 points
Organization / Overall	10 points
<b>Total</b>	<b>40 points</b>