



# Work plan

## Introduction: Rise of the Super Identities

### Each student/teacher:

- describes himself/herself and his/her favorite superhero (It can be a person and/or an imaginary character.)

### All teams:

- present countries, hometowns, and schools.
- address netiquette and e-safety issues.

## Chapter 1: Designing Legends

### Each team:

- chooses the name, superpower(s) and weakness(es) for a superhero. Please consider the given topic (e.g. "Well-being at school") when choosing the superpowers.
- creates a full body hand drawing of their superhero including the costume, accessories, symbols, and emblems.

### Paired up teams:

- provide detailed, creative, and accurate descriptions of the physical features, costumes, accessories, symbols/emblems based on the hand-drawings of the partner's assigned superhero as comments on the collaborative Padlet/Taskcard.

## Chapter 2: Unmasking the Heroes

### Paired up teams:

- provide detailed and creative descriptions of the personality traits, background story (including how they acquired their powers and why they became a superhero) and the secret identity of the partner's assigned superhero as comments on the collaborative Padlet/Taskcard.



### Chapter 3: Echoes of Heroism

#### Paired up teams:

- record the descriptions written by other teams for the assigned superhero as MP3 files and share them as comments on the collaborative Padlet/Taskcard (teams must ensure clarity and proper pronunciation in their recordings).

### Chapter 4: Unravel the Heroic Enigma

#### Each team:

- creates one short narrative and corresponding game/quiz with the superheroes as characters and shares the link on the collaborative Padlet/Taskcard (teams should consider the target audience, ensuring that the story is accessible and appropriate for the partners' English proficiency level and should consider the theme "Well-being at school").
- designs a printable reward for the partners for playing the games and taking the quizzes.

#### All teams:

- read the partners' narratives and play the games/take the quizzes.

### Dissemination and Assessment

#### All teams:

- disseminate and assess the "Superheroes" project.