

6th Grade - Mrs. Dumpert - Mrs. Weatherbie - Mrs. Ingle

Date: 5-13-13

MATH:

Book: YES / NO

due ch 9 review

ch 9 Test

SCIENCE:

Book: YES / NO

due mag. vocab

End of yr projects due

Thursday

SOCIAL STUDIES:

Book: YES / NO

Sp WS 26

LANGUAGE ARTS:

Book: YES / NO

work on Civ. Projects

SPELLING

Book: YES / NO

Sp WS 26

Final Science Projects

Due Date: THURSDAY, MAY 16, 2013

YOU ARE TO CREATE **TWO** SCIENCE PROJECTS. **BOTH ARE DUE ON THURSDAY**. YOU WILL HAVE SCIENCE TIME TODAY-WEDNESDAY TO WORK ON YOUR PROJECTS. CHOOSE **ONE** PROJECT FROM **GROUP A** AND **ONE** PROJECT FROM **GROUP B**.

GROUP A PROJECTS/VOYAGE OF THE MIMI (YOU MUST CHOOSE ONE):

PROJECT #1-Creative Story

If your job was to write a script for the *Voyage of the Mimi Season 3*, where would Captain Granville, CT, and the Mimi go? What type of scientists would be on their boat? What would they be studying? What would they discover?

(see rubric)

PROJECT #2-Diorama

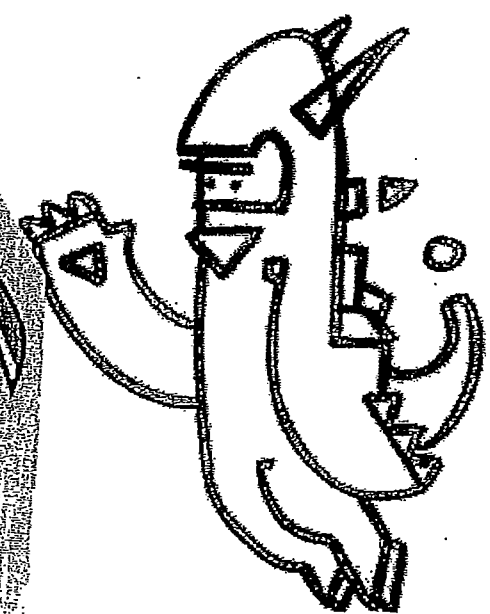
Create a 3-D diorama of your favorite *Voyage of the Mimi* scene. Tape an information paper on the back of the box that includes your name and explaining which scene you have created. You will need to provide your own box and stuff for the inside of the box.

(see rubric)

GROUP B PROJECT/SUPERHERO COMIC BOOK (Choose one medium to use to tell your story)

You are to create a superhero story/movie/comic book. You will tell your superhero story with either iMotion, iMovie Trailer, or a comic book. Your superhero must possess at least one super power from the list and an explanation of the power. Your villain (and yes—you need a bad guy!) must also possess at least one super power from the list. Create a short story using the medium you have chosen that will show Mrs. Dumpert your understanding of the two “powers” you have chosen for your superhero and villain.

(see handout)



magnolia	kuloblo	laura	denise	lisa



Science Superhero Project

You are to create a comic book with a science superhero. Using some of the traits below, design a superhero. You may also use the traits below to create an enemy for the superhero. Your book must be a minimum of 20 cells long. It must show and explain the science traits you have chosen for your hero. Create a storyline where the superhero uses his science super powers to save the city, save the planet, save his girlfriend, save his family, and/or save the school from his enemy. Your book must have a title page with the title and your name on it, have either conversation bubbles or captions to explain the cells, and may be in black and white or colored.

Science Superhero Traits -- You must explain at least 3 traits in your comic book.

- Friction/no friction
- Magnetism
- Faster than light/blinding light
 - Sound
 - Gravitational pull
 - Defy Newton's laws
 - Supersonic hearing
- Create deafening pitch of sound
 - Xray vision
- Change physical states of matter
- Heat-cause convection/conduction
 - Light-make oneself transparent
- Has simple machines for hands/arms/legs/in torso
 - Can change temperature of something

Common traits

- Extraordinary powers and abilities, relevant skills, and/or advanced equipment. Although superhero powers vary widely, superhuman strength, the ability to fly, enhanced senses, and the projection of energy bolts are all common. Some superheroes, such as Batman and the Question possess no superhuman powers but have mastered skills such as martial arts and forensic sciences. Others have special weapons or technology, such as Iron Man's powered armor suits and Green Lantern's power ring. Many characters supplement their natural powers with a special weapon or device (e.g., Wonder Woman's lasso and bracelets, Spider-Man's webbing, Wolverine's adamantium, Daredevil's billy club, Thor's hammer, Gambit's staff, etc.)
- A strong moral code, including a willingness to risk one's own safety in the service of good without expectation of reward. Such a code often includes a refusal or strong reluctance to kill or wield weapons.
- A motivation, such as a sense of responsibility (e.g. Spider-Man), a formal calling (e.g., Wonder Woman), a personal vendetta against criminals (e.g. Batman); or a strong belief in justice and humanitarian service (e.g. Superman).
- A secret identity that protects the superhero's friends and family from becoming targets of his or her enemies (exceptions such as the Fantastic Four notwithstanding), such as Clark Kent (Superman), although many superheroes have a confidant (usually a friend or relative who has been sworn to secrecy). Most superheroes use a descriptive or metaphoric code name for their public deeds.
- A distinctive costume, often used to conceal the secret identity (see Common costume features).
- An underlying motif or theme that affects the hero's name, costume, personal effects, and other aspects of his or her character (e.g., Batman resembles a large bat, calls his specialized automobile, which also looks bat-like, the "Batmobile" and uses several devices given a "bat" prefix).
- A supporting cast of recurring characters, including the hero's friends, co-workers and/or love interests, who may or may not know of the superhero's secret identity. Often the hero's personal relationships are complicated by this dual life, a common theme in Spider-Man and Batman stories in particular.
- A number of enemies that he/she fights repeatedly. In some cases super heroes begin by fighting run of the mill criminals before super villains surface in their respective story lines. In many cases

the hero is in part responsible for the appearance of these super villains (The Scorpion was created as the perfect enemy to defeat Spider-Man, and characters in Batman's comics often accuse him of creating the villains he fights). Often superheros have an archenemy who is more troubling than the others. Often a nemesis is a superhero's doppelgänger or foil (e.g., Sabretooth embraces his savage instincts while Wolverine tries to control his. Batman is serious and grim, while the Joker is flamboyant and views the world as one big sick joke).

- Independent wealth (e.g., Batman or the X-Men's benefactor Professor X) or an occupation that allows for minimal supervision (e.g., Superman's civilian job as a reporter).
- A headquarters or base of operations, usually kept hidden from the general public (e.g., Superman's Fortress of Solitude, Batman's Batcave).
- An backstory that explains the circumstances by which the character acquired his or her abilities as well as his or her motivation for becoming a superhero. Many origin stories involve tragic elements and/or freak accidents that result in the development of the hero's abilities.

MIMI Project

Name: _____

Diorama:

- | | | | |
|------------------------------------|---|---|---|
| • Diorama is well constructed | 1 | 2 | 3 |
| • Scene is evident on box | 1 | 2 | 3 |
| • Creative and original | 1 | 2 | 3 |
| • Name on diorama | 1 | 2 | 3 |
| • Diorama depicts scene from video | 1 | 2 | 3 |
| • Project is on time | 0 | | 3 |

Short Story:

- | | | | |
|----------------------------------|---|---|---|
| • Meets 2 page requirement | 1 | 2 | 3 |
| • Name on story | 1 | 2 | 3 |
| • Story is creative and original | 1 | 2 | 3 |
| • Story meets plot requirement | 1 | 2 | 3 |
| • Conventions are correct | 1 | 2 | 3 |
| • Story is on time | 0 | | 3 |

Name: _____

Date: _____

Grade: _____

Science Comic Book Project Rubric

What?	3 points	2 points	0 points
Title Page	Name/Title	Missing Name/Title	No title page
Frame requirement OR	DRAWING at least 12 frames FULL MOVIE TRAILER MOTION 50 frames	10-11 frames 3/4 trailer 25-49 frames	Less than 10 frames 3/4 trailer > 25 frames
Neatness OR	Very neat ENTERTAINING	Somewhat neat SOMEWHAT	Not neat NOT
Spelling	1-2 misspelled wds AT LEAST 2	3-5 misspelled wds ONLY 1	More than 5 wds
Show me what you know	All super powers are from science list	Some super powers are from science list	No super powers from science list
Show me what you know	All explanations included for super powers	Some explanations included for super powers	No explanations included
Creativity	Original work	Somewhat original	Not original