



The See Through News Superhero & Supervillain Drawing Competition

A free, flexible, fun multi-stage online teaching resource designed to promote media literacy, critical thinking and creativity.

Differentiated versions currently available for KS1 and A-Level/Adult, KS2, KS3/GCSE to follow.

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Suitable for Classes in:

- PSHE
- English
- Politics
- Philosophy
- Statistics
- Art
- Drama

Key skills delivered:

- media literacy
- critical thinking
- textual analysis
- rhetoric
- contextual interpretation
- drawing

Age Groups:

- Differentiated **Briefing Cards** for **KS1, KS2, KS3/GCSE & A-Level/Adults**
- Differentiated **Extension Activities** by age group for characters/concepts.

Activity Time:

- Flexible - **10-60 minutes**, in modular 10 min increments

Free Resources Provided:

- Methodology/Sample lesson plan x
- 8 x Superhero Top Trump Briefing Cards (see Appendix below)
- 8 x Supervillain Top Trump Briefing Cards (see Appendix below)
- Characters and information in spreadsheet format
- Online Gallery
- Online forum for posting/discussion (currently Facebook, website to follow)
- Competition Rules and Terms & Conditions

STAGE 1 Methodology/Lesson Plan

Note: this first stage methodology/lesson plan works for all age groups. See below for age-appropriate resources and extension activities.

1. **Mysteriously produce** blank A4 sheets and coloured pencils.
2. **Announce** there's a Superhero and Supervillain Drawing Competition, and everyone can enter.
3. **Read out/upload** to smartboard one Top Trump briefing card Explain how each card describes different superheroes/supervillains, gives brief details of their names, superpowers, age, gender, characteristics etc.
4. **Distribute** printouts/upload onto smartboard 8 Superhero Briefing Cards. Tell students they have 5 minutes to choose which superhero to draw, then 5-10 minutes to do the drawing (adjust times according to age, older children tend to take longer). Tell them to mark their drawings with their name so the Competition knows which drawing is theirs.
5. **Monitor** class while they draw their superhero. checking they've included their names.

Reinforce understanding of Rules by differentiating between the importance of conforming to the basic information, and that of applying their imaginations and creativity.

Emphasise that drawing ability and imagination/creativity are separate skills.

6. **Repeat** Steps 4/5 with 8 Supervillain Briefing Cards. Add further rounds if students remain focused and engaged.
7. **Collect** drawings, checking each one has the artist's name clearly printed
8. **Scan & Upload/Email** to Competition online Gallery (see Outcomes below for details).

Notes

- **Time Limit** The 5 minute limit is nominal. Allow as much time as you deem suitable to give students enough time to express themselves, and maintain lesson momentum.
- **How Many** The 2 supercharacters per limit session is also nominal. Add more if you feel attention spans and enthusiasm permit. It's meant to be fun. 20-30 minutes for the activity feels about right, for the first session at least but do keep going if there's interest.
- **Repeat Lesson/Homework** If students remain enthusiastic after the first lesson, and want to draw other supers, schedule further repeat activities, but choosing different characters, and/or set remaining cards as homework.
- **Briefing** Depending on which learning style you consider most suitable, you can deliver the Step 3 briefing *orally*, by reading the cards out loud, or *visually*, by distributing the cards to give participants a chance to browse before choosing which ones to draw
- **DIY Supers** There are 8 Superheroes and 8 Supervillains, but feel free to encourage students to add their own, and make up their own briefing cards. It's up to you if you insist they stick to Good and Bad Arguing superpowers, depending on where you want to strike the Educational/Fun balance.

Outcomes:

- **Email scans** of the A4 drawings, marked with the artist's name on the drawing and/or the file name, to superhero@seethroughnews.org for uploading to the Competition's online Gallery.

Alternatively, **upload them** directly to the Competition's [Facebook Group](#).

- **Feedback** To improve these resources, please ask participants to complete [this 2 minute feedback survey form](#).

Further STAGES/Extension activities

STAGE 1, described above, is designed to engage the students in a fun way with the basic concepts of good and bad debate.

By engaging with the drawing competition, they will, by stealth, be absorbing the basics of **media literacy** and **critical thinking**.

Teachers can build many possible extensions on this foundation - we suggest some in our **Journeys To Climate Activism chart** below..

Here are some examples. Depending on the age group, these could be used as for 10min modular **extension activities**, or as the basis of **entire lessons**.

1. **Critical Assessment** Students browse the online Gallery to assess, evaluate and critique other students' drawings.
2. **Creative Writing** Students break into groups to brainstorm playground scenarios initiated/solved by the Super characters.
3. **Drama** Students act out scenarios using different superpowers, scripted or improvised.
4. **Craft** Students design and make their own super costumes.
5. **Politics** Students can hold up Super cards to 'score' political interview, Parliamentary debates, Prime Minister's Questions, or other playground arguments.
6. **Music** Students can use the Super characters to compose themes

For information about the broader purpose (project outline, draft Competition Rules, examples of possible application etc.) see below, and/or contact superhero@seethroughnews.org

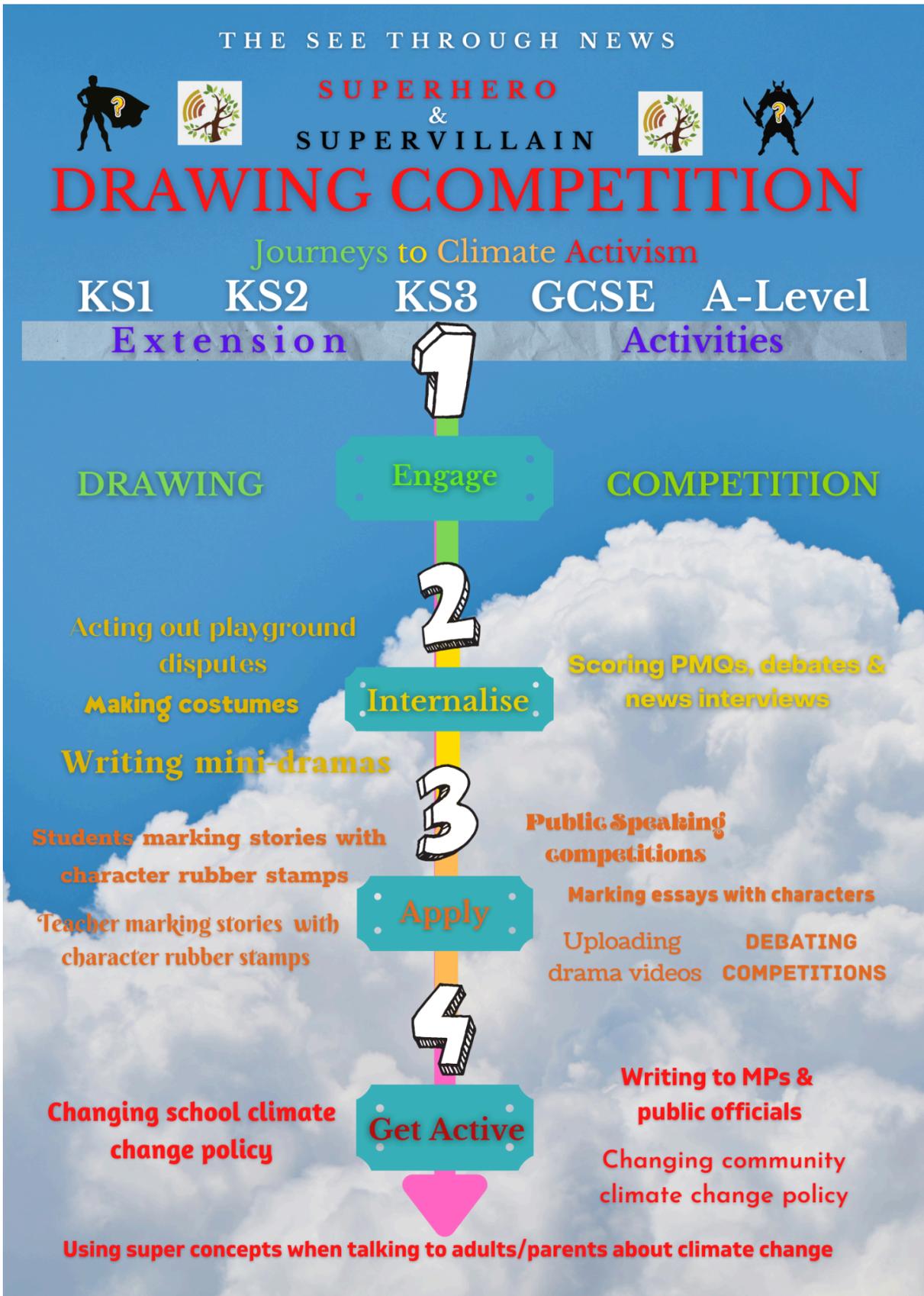
Contact:

For enquiries, comments, suggestions, queries, complaints or feedback, please contact: **See Through News.** Email: superhero@seethroughnews.org

About See Through News

[See Through News](#) is a non-profit social media network with the goal of:

Speeding Up Carbon Drawdown by Turning Inactivists into Activists



Appendices

Free Teaching Resource: Superhero & Supervillain Briefing Cards

Open source, free-to-use image files of all the Briefing Cards for different ages can be downloaded [here](#).

<https://drive.google.com/drive/folders/1rj0Wna28Gv00eQExpSZ3yrZc7jgCGgCS?usp=sharing>

All Briefing Cards are available as individual .PNG files, or as .PDF files for double-sided printing and lamination.

They are currently differentiated into two categories, KS1-3 and GCSE/A-Level. The names are identical (apart from Flag Hugger/Flag Shagger), and are the concepts.

The only points of difference are age-appropriate sophistication of language and range of reference.

We've initially limited ourselves to 8 Superheroes and 8 Supervillains, but this is of course arbitrary. By all means add your own suggestions to the [See Through News Superhero & Supervillain Facebook Group](#)

<https://www.facebook.com/groups/seethroughsuperheroproject>

Some samples:

Sample Superhero Top Trump Briefing Cards

Sample Supervillain Top Trump Briefing Cards

Complete Superhero/Supervillain Data in Spreadsheet Format

Link to Google Sheet [here](#):

<https://docs.google.com/spreadsheets/d/11ZcF6JOwQg182JOjoByjy8LqwxCSRI7y1jaUkoT83kl/edit?usp=sharing>

Competition Rules and T&C

The full Competition Rules can be found below, and can also be found online [here](#).

<https://docs.google.com/document/d/1LwARa88P40qRzb7PfjqDZq56VmEe6WhFZ-IQJ82j8gM/edit?usp=sharing>

Please note that these rules are also teaching resources, suitable for key skills including:

- Close reading
- Register and tone
- The differences between legal, extra-legal, quasi-legal, illegal and silly.
- Humour