

THE COMIC BOOK MOUSE ALL TOPICS

S10
T1-3
D1-9
L1 P1



Goals of the lesson:

- warm up, introduction, decision making
- choosing the processable text segment
- development of creativity

Activity Briefly introduce the whole 5 lesson long project Create groups: divide the class into 5-6 groups Read the summary text Decide the tasks to be fulfilled	Method/Interaction Frontal information Use group forming ideas from the GTG (appointing, drawing...) Reading frontally, in groups, or individually Let the group choose, or conduct their choice yourself	Output Students think in terms of a 5 lesson long period Homogenous or heterogenous groups according to your aims Letting students imagine what could happen just from these few lines.	1. Preparation
			Time needed: 10 minutes Needed material: the summary text <i>This is the story of a mouse who decides to get out of the comic book in which he was drawn to go for a ride in the real world There, however, his language is not understood by anyone, and when he thinks he is the only animal who had the idea of getting out of a comic book, he meets a comic book cat. the two animals understand each other perfectly.</i>

Activity Working on the chosen task	Method/Interaction The groups' goal is to represent the scene within the task through drawing, arts & crafts, building, etc. Allow them to use their creativity: their perspective will help them to prepare for the forthcoming lessons. Pay attention to how cooperation in the group works! Help to distribute the tasks and materials if needed!	Output Do not expect wonderful artworks. This task is a kind of brainstorming, in which everyone can explore and learn through errors.	2. Work on the chosen task
			Time needed: 25 minutes Needed materials Task sheet, ideas pages Any kind of tools and materials can be used: <ul style="list-style-type: none"> • Drawing, arts and crafts • ArTeC Blocks • Cardboard • Recycled materials – ask them to bring to school magazines, clean and reusable „garbage“ from home. Bring some stuff yourself too!

Activity Presentation Evaluation	Method/Interaction Each group present their work Discuss with them how their cooperation and group work went Ask them to name something that they liked in another group's work	Evaluation Evaluate the process (flow, autonomy etc.), the originality (variety of ideas, used materials) and particularly manual ability (precision, efficiency, corners, lines...).	3. Evaluation
			Time needed: 10 minutes

THE COMIC BOOK MOUSE ALL TOPICS

S10
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D1-9
L1 P2

Goals of the lesson:

- warm up, introduction, decision making
- choosing the processable text segment
- development of creativity



In this introduction, prepare students by letting them figure out what could happen just from these few lines.

The summary text:


This is the story of a mouse who decides to get out of the comic book in which he was drawn to go for a ride in the real world. There, however, his language is not understood by anyone, and when he thinks he is the only animal who had the idea of getting out of a comic book, he meets a comic book cat. The two animals understand each other perfectly.

Reading the summary:

- children can read the summary individually
- one can read loudly for the group
- or you can read loudly for the whole class

Choosing the task:

- The chosen task influences which part of the text the group will elaborate during lesson 2-4.
 - Groups can choose the task themselves. Try to influence them to choose different tasks!
 - You can distribute the tasks between each group yourself. This way you can plan the tasks of lesson 2-4. at the beginning of the project.
- To see what skills can be developed by each task, see the next pages!
- Let the children use their creativity! The aim is not to copy the solutions in the Idea Bazaar! These are only intended to be hints!
- Their perspective will help them to prepare for the forthcoming lessons.



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THE COMIC BOOK MOUSE

Group:

S10
T1-3
L1

This is the story of a mouse who decides to get out of the comic book in which he was drawn to go for a ride in the real world. There, however, his language is not understood by anyone, and when he thinks he is the only animal who had the idea of getting out of a comic book, he meets a comic book cat. The two animals understand each other perfectly.


I work on:

I1 What does the landscape of the story look like?




Use ArTeC blocks, coloured papers, recycled materials. Build, draw, make origami, etc.

I2 What do the characters look like?



Use ArTeC blocks, cutout puppets, create an animation...

I3 How do you react to the perception of being misunderstood and laughed at?



You can dramatize the situation of a person who cannot communicate with others (imagine the possible reasons). How does she/he feel?

What can you find in the Idea Bazaar?

- Different idea sheets for the warm-up tasks
- On these sheets you can find:
 - Samples of arts & crafts solutions (creating flipbooks, a timer from bottles and sand, a spinner, a thaumatrope, ArTeC Blocks)
 - Ideas for playing musical chairs
 - Ideas for creating a giant Alice
 - Ideas for orientation challenges
 - Lists of needed materials and tools
 - Situation cards ,
 - Useful links,
 - Focuses.