Superhero Transformations

How algorithmic thinking can help create visual stories







Introduction to Computational Thinking: Vocab

Abstraction: Ignoring unimportant details in something complicated In this project: Simplifying the design of your superhero with basic shapes You also used abstraction in Ms. Hauber's class when making 3D atomic models!

Decomposition: Breaking down a big problem into smaller pieces

In this project: Dividing your superhero story into four comic panels

Algorithmic thinking: Creating or using a list of steps needed to complete a task In this project: Finding the series of geometric transformations between panels

Project overview

You are going to create a superhero comic strip! To do this, you will:

- Design your own superhero
- Simplify your superhero using basic shapes
- Write a short story about your superhero
- Place your superhero in the first of four comic panels, and then use geometric transformations to get your superhero into the other three panels
- Finalize your comic strip with other characters,
 props and scenery



Step 1: Create your superhero

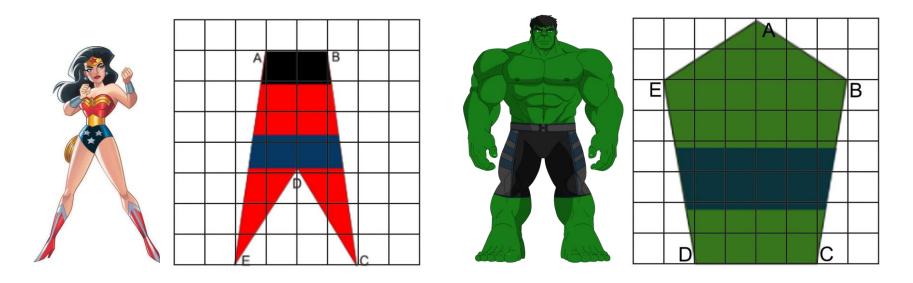
Come up with a <u>name</u> and one or two <u>superpowers</u>

Sketch your superhero in the square provided



Step 2: Use abstraction to simplify your design

Recreate your superhero with a simple geometric shape with five or fewer labeled vertices. Your vertices must land on the intersection of two grid lines.



Step 3: Write your superhero story

Choose one of the following three story ideas, then write out your story in a short paragraph, at least 5 complete sentences.

- The first day your superhero discovers their powers. Things get a little out of control!
- A supervillain (of your own design) has kidnapped your best friend - how will your superhero free them?
- An alien army is invading Tacoma how will your superhero stop them and save the world?

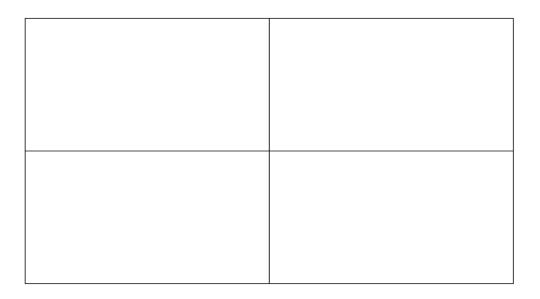




Step 4: Use <u>decomposition</u> to break down your story

Your story needs to be broken down into four comic panels. Each panel needs to include your superhero. Each panel can also include:

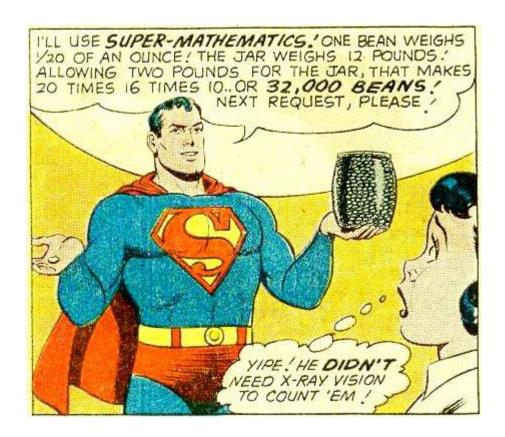
- Other characters
- Props and scenery
- Speech or thought bubbles
- Captions or sound effects



Step 5: Cut out your hero and put him or her in Panel 1

Trace your simplified hero design into the first panel, making sure your verticles land on grid lines.

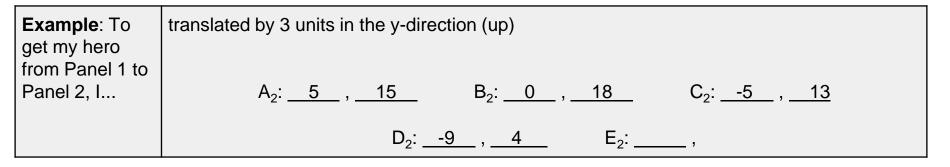
Record the coordinates of each vertex on your handout



Step 6: Use algorithmic thinking to move your hero

For each panel, come up with one or more transformation (translation, reflection or rotation) to get your superhero where you want them in the panel.

- You must use at least one reflection OR one rotation in your project
- You must write your steps, including what transformation(s) you did and the coordinates of each vertex in each panel
- Use the cutout to help visualize where you want your hero in each panel



Step 7: Complete your comic!

Looking back at your story from Step 3 and your panel sketches from Step 4, fill in the remaining details in each panel. These could include:

- Other characters (good guys, bad guys or innocent civilians)
- Scenery (buildings, trees, cars...)
- Word or thought bubbles
- Captions describing what's happening in each panel



Project Component	Point Value
 Planning steps completed: [Step 1] Superhero name and superpowers listed [Step 2] Simplified geometric superhero drawn and cut out [Step 3] Story written in short paragraph form [Step 4] Each panel sketched with the superhero included in each [Step 5] Starting coordinates correctly identified 	/25 (5 points per step)
Final comic panels completed	/12 (3 points per panel)
The steps between each panel listed in the table include:	/20 (4 points per step)
 Neatness/organization/effort Handwriting is legible (able to be read) Colorful illustrations Creative illustrations Name and block are written in the correct place 	/8 (2 points per requirement)