

prospectus



2 points

Develop your creativity:

- ◆ Draw your own 'Wonder Woman' Superhero.
- ◆ Design and make her Superhero costume.
- ◆ Create an emblem/ LOGO for her.
- ◆ Develop ideas for her arch-enemy... What is this person like?
- ◆ Make a comic strip to record one of her adventures.

This half term's POWER Project is:

'Design a Wonder Woman'

HAND IN BY:

2 points

Explore your mathematical skills:

- ◆ Create a 'life-size' costume for your Superhero using measurements of length.
- ◆ Create a 'Super juice' for your Superhero using measurements of capacity.
- ◆ Create a co-ordinates game about your Superhero.

1 point

Explore your locality:

- ◆ Who were the Wonder Women in your local area in history?
- ◆ *Create a scrapbook.*



Choose projects to achieve your minimum

5 POWER Points.

By all means go over 5points!

Tick off what you have completed to achieve your points.

2 points

Extend your research skills:

- ◆ Research other female 'Superheroes'
- ◆ Research emblems/ LOGOs/ outfits worn by female superheroes to help with your designs.