Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Group: \_\_\_\_\_\_\_\_\_\_\_\_\_

Supernatural, divine and mythical beings Trading card project

*Many different religions and cultures have supernatural, divine and mythical beings. These beings can be divine, demons, goddesses, spirits or angels (just to name a few). While these beings can be very different, their purpose is usually to teach a lesson. People are meant to learn something from them.*

***Your task is to create 4 electronic trading cards about 4 mythical/supernatural beings***

*1. You HAVE to choose 2 beings from the following religions: Buddhism, Hinduism, Christianity.*

*2. One being must be from Ancient Rome or Ancient Greece*

*3. The other being is YOUR choice. I would suggest choosing at least one that you have heard of before. Superheroes do not count. (Don’t spend too much time deciding which one)*

*3. You should only use reliable sources for this*

|  |  |
| --- | --- |
| **Name /1** |  |
| **Religion or Culture /1** |  |
| **Type of being** **/1** | (angel, demon, creature, god, monster etc)  |
| **Place/country of origin /1** |  |
| **- What is it a symbol of?****- What does it represent? /2** |  |
| **Why is it important to that culture or religion? /2** |  |
| **4 facts/statistics** **/4** |  |
| **If you like this you should also check out….****OR****If you like this, you would not like… /2** |  **/14** |

|  |  |
| --- | --- |
| **Name /1** |  |
| **Religion or Culture /1** |  |
| **Type of being** **/1** | (angel, demon, creature, god, monster etc)  |
| **Place/country of origin /1** |  |
| **- What is it a symbol of?****- What does it represent? /2** |  |
| **Why is it important to that culture or religion? /2** |  |
| **4 facts/statistics** **/4** |  |
| **If you like this you should also check out….****OR****If you like this, you would not like… /2** |  **/14** |

|  |  |
| --- | --- |
| **Name /1** |  |
| **Religion or Culture /1** |  |
| **Type of being** **/1** | (angel, demon, creature, god, monster etc)  |
| **Place/country of origin /1** |  |
| **- What is it a symbol of?****- What does it represent? /2** |  |
| **Why is it important to that culture or religion? /2** |  |
| **4 facts/statistics** **/4** |  |
| **If you like this you should also check out….****OR****If you like this, you would not like… /2** |  **/14**  |

|  |  |
| --- | --- |
| **Name /1** |  |
| **Religion or Culture /1** |  |
| **Type of being** **/1** | (angel, demon, creature, god, monster etc)  |
| **Place/country of origin /1** |  |
| **- What is it a symbol of?****- What does it represent? /2** |  |
| **Why is it important to that culture or religion? /2** |  |
| **4 facts/statistics** **/4** |  |
| **If you like this you should also check out….****OR****If you like this, you would not like… /2** |  **/14** |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **4** | **3** | **2-1** | **0** |
| Use of class time | Always used time well during each class period. Focused on getting the project done. Never distracted others. | Used time well during each class period. Usually focused on getting the project done and never distracted other.  | Used some of the time well during each class period. There was some focus on getting the project done but occasionally distracted others | Did not use class time to focus on the project OR often distracted others. |
| Graphics/ Relevance | All graphics are related to the topic to make it easier to understand. | All graphics are related to the topic and most make it easier to understand. | Graphics are included but do not relate to the subject. | No graphics are included. |
| Attractiveness | The trading cards are exceptionally attractive in terms of design, layout, and neatness. | The trading cards are attractive in terms of design, layout and neatness. | The trading cards are acceptably attractive though is a bit messy. | The poster is distractingly messy or very poorly designed. It is not visually attractive. |

**Information: /56**

**Websites used: /3**

**TOTAL: /71**