

Un Bestiario de Latinoamérica: Bestiary portraits and Mythological Creatures for the Social Good

Session Date/Time: Wednesday, August 5th AM & PM, 9:00-11:00 and 12:00-2:00

Essential Question/Big Idea:

What purpose does folklore/myth serve?

How can we deconstruct myths to understand history and culture?

How can we reimagine myths to serve as models for social change and the common good?

Core text: Charlie Hernandez & League of Shadows: Chapter One, and Glossary p.327-330.

Time / Facilitator	Activity	Materials
9:00-9:15	Welcome, Whole group Whiteboard warm up - Welcome and introduce the visual arts team. - Whiteboard prompts from Charlie Hernandez: - My abuela, telling her favorite tales from memory. - Myths spread like wildfire around the globe. - Two headed vampire dogs with glowing red eyes.	Whiteboard Quotes
9:15-9:20	Bestiary Memory Game Whole Group-How to Play Memory Game Demo: - Undo - Redo - Delete with Backspace - Don't double click - Zoom out (50%)	
9:20-9:40	Breakout Rooms: Play Bestiary Memory Game	Breakout Rooms 4 people 20 min Random
9:40-10:05	Reimaging Myths and Monsters Read Mukis from Charlie Hernandez & League of Shadows out loud.	Glossary In English & Spanish





	 Four Square Chart Write the name of your chosen mythological creature and list 2-3 qualities and powers. Reverse those powers. How might they be transformed for the public good? Rename your creature. Who is a hero of yours? (Could be an ancestor, family member, teacher, fictional character.) Name their qualities. 	
10:05-10:15	BREAK	
10:15-10:30	Breakout Groups Share your ideas & notes from the Four Square exercise, and tell your story about your favorite childhood myth or monster, from a book, movie or story told to you.	Breakout Rooms: 4-5 people 15 minutes Random
10:30-10:50 Tommaso	Whole Group Google Drawing-Extra Techniques - Copy paste - Mirroring - Scaling - Transparency - Accessing images in drive - Starting a folder and searching one - Find the mythical creature body parts folder	
11:00-12:00	LUNCH	
12:00-12:15	 Welcome back "Monster warm-up" - monster faces, monster voices, monster walks. Marimar introduces historical/cultural context of the bestiary. Show Fannie, Tommaso, & Cynthia's examples of mythical creatures. 	



12:15-1:00	Breakout Group (In pairs) - Use Google Drawings and mythical creatures body parts bank. Participant partners will: - Brainstorm ideas to create a new mythological creature. - What qualities and features might they have? - What powers might they have? - Play around with body parts from folders. Instructions: - Start with a head (s). - Continue with the torso. - Keep adding and playing with elements. - Consider Mirroring, Scale, Layering, and Transparency.	Break out Rooms 2 people 45 min Random
1:00-1:10	BREAK (Finish creature if you need the time)	
1:10-1:15	Welcome back to Whole group Share instructions for writing glossary description: - Give your creature a name Write a glossary description that describes how your mythical creature uses its power for the social good.	
1:15-1:35	Breakout Group: Same Partner	Break out Room Same two people in breakout rooms 20 minutes
1:35-1:55	New Breakout Groups: Share your work	Breakout rooms 4-5 people 20 min random
1:55-2:00	Final reflection - IQ - Insights/Questions	