

ACTIVITY	SECTION	GROUPS
<input type="checkbox"/> Reading practice	Time travel mission	class
Read and listen Play the audio for frames 1 and 2 of the comic, with students following along in their books. Ask students the question and direct them to the clue in the speech bubble in frame 2. Can they guess what the comic is about? What is Obsidian planning? Even if someone guesses correctly, don't tell them the correct answer just yet. Tell them that they will receive another clue if they successfully complete the next escape room task.		
<input type="checkbox"/> Escape room	Time travel mission	class
Learn, spell and find Go through the alphabet letter by letter with students first, demonstrating the hand signs, or show them a video that demonstrates how to make the hand signs from the signers viewpoint. For example: https://www.youtube.com/watch?v=mkTeqA4kwUQ Show the following video to left-handed students: https://www.youtube.com/watch?v=nC-x42rmp_Q Then, ask students to sign their first name. Finally, ask them to look at the hand signs representing the mystery word and say what they spell out.		
<input type="checkbox"/> Reading practice	Time travel mission	class
Read and listen Play the audio for students to listen to and follow along. Look at the questions in frame 8 and ask students to answer them. Play the audio again if necessary, or ask for volunteers to role-play frames 3-8 for the class.		
<input type="checkbox"/> Find the object	Time travel mission	individual
Find the object that doesn't fit Tell students that in one of the frames 3-8 there is an object that is out of place. Can they find it? If they have difficulty you could start limiting the number of frames they have to look in by telling them where it isn't. Ask them why it is out of place (skateboards didn't exist in 1872. The first commercial skateboards appeared in the 1950s).		
<input type="checkbox"/> Reading practice	Time travel mission	class
Read and listen		

Read and listen

Play the audio for students to listen to and follow along to finish the story. Frame 12 explains what the mission is to stop Obsidian. This mission is then developed as an activity below.



Learning situation

Time travel mission

class

Solve

The plan that students have to piece together appears complete in comic frame 6. Zoom in on this image on the IWB and ask different students to come to the board and indicate where each section (A-E) belongs on the original plan.
