

Workshop creation

FOR TEACHERS

Introduction to the activity: superheroes

Learning objectives: after completing this worksheet, you will be able to better lead a discussion with your class all while evoking its not-so-obvious elements.

Duration of the activity: 2 hours

Short description of the activity: Who is a superhero? What does it mean to be a superhero? Try to begin a discussion with your class. Use the cards to stimulate the conversation. You can also use the questions listed below.

Intro - open the discussion about superheroes - who is a superhero for you? Show your class that a superhero can be either a fictional character with a cape, but that there are also superheroes in your students' everyday lives. Everybody can be a superhero in their daily life, for example when they solve everyday problems, go to the doctor, help their parents at home or deal with their emotions. Explain that these gestures can also be seen as superactions - this way of seeing and interpreting the person of a superhero can help them relate more to the characters presented in the example of the stories and can also help them think in a more open and creative way about the concept of a superhero.

You can also introduce the cases / examples of bad behaviour to stress that often bad behaviour is just a way of dealing (or rather, not knowing how to deal) with emotions or hard, unknown situations. You can also think about how to address this behaviour to solve the problem - remember to always address the behaviour, and not the person (it's the behaviour that is bad, and not the person). You can also talk about transforming the bad



behaviour into a good one to remind your students that behaving badly does not make them bad people and they still can be superheroes if they improve their behaviour (you can also talk about ways to do so, for example by talking, learning how to better deal with one's emotions, etc).

Use these cards to begin a discussion and get to know what your students want to talk about in their stories.

Instruction and description of the activity, step by step:

Step 1: Prepare the cards to stimulate the conversation. The cards can present either superheroes - like this, you can easily start the discussion by evoking the "classic" definition of a hero - or any kind of character.

Step 2: Steer the discussion towards everyday heroes, or they can present kids doing everyday activities, and then steer the discussion towards a broader definition of a superhero.

Option: You can also prepare two sets of cards, one with "classic" superheroes and one with everyday ones, cut them out, distribute them to your pupils, and then ask them to discuss the definition of a superhero that they have vs the one presented on a picture they've been given.

Note: the above is just a proposition. You can put either text or images on the cards, depending on what you think will be more stimulating for your pupils.

Potential questions:

- What makes someone a hero? Can you think of any examples?
- Do superheroes have to wear capes? Why do you think some superheroes wear capes?
- Can you think of any superheroes in real life? What makes them heroes?
- Do you think you can be a hero too? What kind of things could you do to be a hero?
- What are some qualities that heroes often have? How can we develop those qualities in ourselves?



- Can a person with a disability be a hero? Why or why not? Can you think of any examples?
- Do you think your disability makes you a superhero? Why or why not? What superpowers do you think you have?
- Can superheroes be ordinary people without any special powers? Can you think of any examples?
- What kind of actions or behaviours do you think make someone a superhero in everyday life?
- What are types of bad behaviour that make one not be a superhero? How can we fight against these behaviours? Do you sometimes behave badly? Why?
- How do you think superheroes can inspire us to be better people? Can you give some examples of how superheroes have inspired you?

You can modify or add supplementary questions. To help stimulate your discussion, you can use a dice, or a paper click clack.

Resources suggestions:

<https://davebirss.com/storydice/>

Cards for student to print

Paper click clack template



Co-funded by the
Erasmus+ Programme
of the European Union

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