

Book Summaries

"10 Rules of Being a Superhero" by Deb Pilutti is a fun guide that explains how to be a good superhero. "Even Superheroes Have Bad Days" by Shelly Becker portrays various ways superheroes manage their emotions. "Superhero: Instruction Manual" by Kristy Dempsey outlines the steps it takes to become a superhero. "Even Superheroes Make Mistakes" by Shelly Becker relates how superheroes can grow and learn from their failures.

About This Module

Overview	In this Early Elementary module, youth explore imaginary superheroes in comic books, at school and in their community. They will learn that all superheroes, whether in real life or from our imaginations, learn and grow through life's adventures. At the end of the module, youth will create their own superheroes.
Guiding Questions*	<ul style="list-style-type: none"> • What makes a superhero so super? • How do superheroes respond to their own mistakes? • What can you do to be like the superheroes in our stories?
Culminating Activities	Youth will create their own superheroes. They will also plan for and participate in a Superhero Celebration for their Club and families around the theme: "Go Forth and Be Super!"
Session 1	<p>What Makes a Superhero?</p> <p>Youth read "10 Rules of Being a Superhero" by Deb Pilutti and collaborate to decide what makes a superhero.</p>
Session 2	<p>Superheroes at School</p> <p>Youth read "Even Superheroes Have Bad Days" by Shelly Becker. They will perform a Reader's Theater script based on books about characters with superhero alter egos.</p>
Session 3	<p>Superheroes in Your Community</p> <p>Youth watch an episode of "Marvel Make Me a Hero." They identify heroes in their communities and write letters of appreciation to their heroes.</p>
Session 4	<p>Create Your Own Superhero</p> <p>Youth read "Superhero: Instruction Manual" by Kristy Dempsey. Youth work in groups to create their own superheroes that embody the best of all the superheroes they have explored.</p>
Session 5	<p>Write Your Own Superhero Story</p> <p>Youth read "Even Superheroes Make Mistakes" by Shelly Becker and write their own superhero stories.</p>

*Guiding questions are not specifically asked in the sessions themselves but are meant to guide your preparation and facilitation of the module. Keep these questions top of mind so you can help youth make connections and capture key takeaways relating to the topic.

Key Terms

Word	Definition
Author	The writer or creator of the material being read.
Illustrator	The artist who creates the artwork for books or other material.
Growth mindset	The idea that, with effort, it's possible to become smarter, learn new skills, and increase our own ability to develop new talents. (Thinking that failure is the first step to learning.)

Supplies

Facilitator Needs	1	"10 Rules of Being a Superhero" by Deb Pilutti
	1	"Even Superheroes Have Bad Days" by Shelly Becker
	1	"Superhero Instruction Manual" by Kristy Dempsey
	1	"Even Superheroes Make Mistakes" by Shelly Becker
	1	Whiteboard or flipchart and marker
	1	Computer with speakers or projector
	2 bags	Mini marshmallows (or other small objects for tossing)
Each Group Needs	1 set	"I Can Read"-style superhero-themed books *See <i>Facilitator Notes below for suggestions.</i>
	1 set	Beginning novel series with superhero-themed books *See <i>Facilitator Notes below for suggestions.</i>
	1 set	Crayons, markers or colored pencils
	1 set	Superhero stickers
	1	Glue stick
	1	Scissors
	1 sheet	Flipchart paper (optional)
Each Participant Needs	1 sheet	Paper
	Several	Pens or pencils
	1 sheet	Cardstock (or paper)
	1	5-oz paper cup

Literacy Strategies

During this module, readers will:

- Activate prior knowledge
- Summarize the story
- Identify and practice key words
- Make connections between the text and their own lives
- Provide textual evidence for an argument

Extension Activities

- Read or provide access to various picture book biographies of real-life superheroes. Find a list of suggestions here: [30 Inspiring Growth Mindset Biographies](https://imagination soup.net/30-biographies-model-growth-mindset) (imagination soup.net/30-biographies-model-growth-mindset).
- Invite everyday heroes in your community to the Club. Provide a certificate of appreciation and gift cards for meals or services from your community partners.
- Invite a local comic book collector to share their collection.
- Play superhero-themed games in the gym. Find some ideas here: [Superhero Field Day](https://pecentral.org/lessonideas/ViewLesson.asp?ID=132731#.YUeKZZ1Kjcs) (pecentral.org/lessonideas/ViewLesson.asp?ID=132731#.YUeKZZ1Kjcs).
- Help youth prepare superhero-themed treats for their families. Find a list of ideas here: [50 Fun Superhero Party Food Ideas](https://partywithunicorns.com/50-fun-superhero-party-food-ideas) (partywithunicorns.com/50-fun-superhero-party-food-ideas).
- If youth want to explore other books on this topic, we recommend “Fantastic Failures” by Luke Reynolds. The book focuses on real-life superheroes who failed before doing amazing things.
- If youth enjoy the superhero theme, and you’d like to focus a session on emotional wellness, consider running [Session 6: My Superhero Self](https://clubprograms.org/programs/smart-moves/smart-moves-emotional-wellness-grades-k-2/session-6-my-superhero-self) (clubprograms.org/programs/smart-moves/smart-moves-emotional-wellness-grades-k-2/session-6-my-superhero-self) from SMART Moves Emotional Wellness, K-2.

Career Connections

This module allows youth to explore careers in which people sacrifice and give of themselves in ways that others don’t always see or appreciate. Expand this theme with a career panel, a Zoom call with youth interviewing individuals about their jobs, or a visit from family members to share about their work.

MyFuture

If your Club or Youth Center wants to connect this theme with activities on MyFuture, we recommend:

- [Storyboarding](https://myfuture.net/activities/media-making/storyboarding/151-storyboarding) (myfuture.net/activities/media-making/storyboarding/151-storyboarding): Youth create a storyboard for a short video they’d like to make.
- [Create a Comic Strip](https://myfuture.net/activities/media-making/storyboarding/152-create-a-comic-strip) (myfuture.net/activities/media-making/storyboarding/152-create-a-comic-strip): Youth create a digital comic strip.

Family and Caregiver Engagement

Onsite:

- Invite families to browse youth artwork and creative writing from the various sessions.
- Invite families to watch youth present their Reader’s Theater performances.
- Invite a family member to read one of the books aloud during one of the sessions.

At home:

- Encourage families to spend time drawing superheroes together. Suggest some how-to videos that walk them through the process. Suggest this [“How to Draw Superheros \(for Kids\)”](https://www.youtube.com/watch?v=0wosxxEfGTQ) (youtube.com/watch?v=0wosxxEfGTQ) video (45 min).
 - Find a shorter video on [YouTube Kids](https://www.youtube.com/watch?v=Ngz2vfk2n1Q) (youtubekids.com/watch?v=Ngz2vfk2n1Q), which requires setting up an account to access the video.
- Send a superhero-themed art activity home for families to enjoy together.
- Supply a list of the books from the module, and suggest families read them together at home online. Tell families about the book series you used so that they can look for those books at the library.
- Encourage families to watch an age-appropriate superhero movie together. Common Sense Media has many age-appropriate recommendations for children ages six to eight. A few movie options include:
 - “Batkid Begins: A Heartwarming Documentary for All Ages”
 - “Big Hero”
 - “Lego Batman Movie”
 - “The Incredibles”
 - “The Powderpuff Girls Movie”

Notes to Facilitator

This module features many online videos of authors, other adults or children reading the featured books. While it is helpful to have a hard copy of each book, you can also use these read-aloud resources.

Reach out to your local library to gather a set of early readers and short chapter books featuring superheroes. Depending on the size of your Club, collect 10-20 books from each of the following genres.

- Levels 1-3 of beginning readers based on comic books such as:
 - “I Can Read”: Batman, Batgirl, Justice League Classics, Superman
 - “World of Reading: The Mighty Avengers”
 - “Step Into Reading: DC Super Friends”
- Superhero novels from a series designed for emerging readers, such as:
 - “Zapato Power”
 - “Bad Guys”
 - “Captain Awesome”
 - “Shredderman”
 - “The Princess in Black”
 - “Dog Man”

Session 2 of this module uses the Readers Theater technique for supporting read-aloud sessions with youth. If you are not familiar with Reader’s Theater, check out this video about [Implementing Readers Theater](https://www.youtube.com/watch?app=desktop&v=4L5q0Y8hukU&feature=g-upl) (youtube.com/watch?app=desktop&v=4L5q0Y8hukU&feature=g-upl).

Session 2 includes a sample Readers Theater script. You can create more examples in a variety of ways. Here are some ideas to get you started.

- Look over this module’s books and sample script so you can create more examples yourself.
- Check out “Teachers Pay Teachers” type of sites to find scripts already created, such as this [“Dog Man” Readers Theater](https://www.teacherspayteachers.com/Product/DOGMAN-For-Whom-the-Ball-Rolls-Readers-Theater-5049367?st=074efffa3b) (teacherspayteachers.com/Product/DOGMAN-For-Whom-the-Ball-Rolls-Readers-Theater-5049367?st=074efffa3b).
- Help older youth create Readers Theater scripts for your younger participants. Use this as a Club Service Project to engage teens or tweens.
- Extend the module with an extra session or two for participants to write Readers Theater scripts for their books. This is best for youth with previous Reader’s Theater experience.
 - Assign each group a book or allow youth to select a book from the week’s thematic collection.
 - Provide two or three copies of the book, if possible.
 - Ask youth to find a scene in the book they think is funny, interesting or suspenseful. This will be the focus of their script.
 - Using the book as their guide, youth can add to the scene or recreate it.
 - Remind youth the goal is to inspire their friends to read the book for themselves.
 - Youth can type their scripts on a computer or write them on paper to be photocopied.