

Book Summaries

“Ms. Marvel” is a graphic novel about a teenage Pakistani-American struggling with her identity while she is suddenly endowed with superpowers. This module focuses on Volume 1, which explains the origin of this unique hero. “Ms. Marvel” introduces the themes of religion, culture, gender, family, identity, secrecy and doing good.

About This Module

Overview	In this Middle School/High School module, youth will read the first volume about a new Marvel hero, Ms. Marvel. They will read and discuss the book, and then apply the key topics to a service project of their choosing. The first three sessions include time for youth to read, and the last two sessions feature youth working in small groups to design and plan a service project. If youth love “Ms. Marvel” and want to keep reading, Volume 1 is the first of five books telling the origin of Ms. Marvel.
Guiding Questions*	<ul style="list-style-type: none"> • What is unique about Ms. Marvel compared to other superheroes? • When have you felt like a shape-shifter? When have you wanted to change the way you look or act based on the situation you’re in? • How could you translate the ideas from this book into a service project?
Culminating Activities	Super Service: After reading “Ms. Marvel,” youth will break into small groups to design and plan service projects related to any of the themes discussed in the book.
Session 1	<p>Meet Kamala Khan (“Ms. Marvel Vol. 1: No Normal,” Issues 1-2)</p> <p>Youth read and discuss “Ms. Marvel Vol. 1: No Normal,” Issues 1 and 2. Youth consider the challenges of being different from their peers, either because of how they look, where they are from, or what religion they have. Youth read and discuss Issues 1 and 2.</p>
Session 2	<p>It’s Complicated (“Ms. Marvel Vol. 1: No Normal,” Issues 3-4)</p> <p>Youth read and discuss “Ms. Marvel Vol. 1: No Normal,” Issues 3 and 4. They discuss Kamala’s complicated relationships and determine why she reacts the way she does. Then they apply her reactions to how they handle events in their own lives.</p>
Session 3	<p>Ms. Marvel (“Ms. Marvel Vol. 1: No Normal,” Issue 5)</p> <p>Youth read portions of “Ms. Marvel Vol. 1: No Normal,” Issue 5. Then they will act out and discuss themes from the book.</p>
Session 4	<p>Service Project Brainstorming</p> <p>Youth work together to brainstorm service projects related to themes in “Ms. Marvel.”</p>
Session 5	<p>Service Project Planning</p> <p>Youth will work in small groups to start planning the Ms. Marvel-themed service projects they selected last session.</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
Representation	The way characters with specific traits show up in art. The representation of superheroes in American pop culture is becoming more diverse.
Theme	A universal idea, lesson or message explored throughout a work of literature. Themes are broad topics like good versus evil, love or learning to forgive.

Supplies

Facilitator Needs	1	Computer with speakers or a projector (optional)
	1	Device to play music (optional)
	1	Whiteboard and marker (optional)
	1	Flipchart paper and marker
	6 sheets	Paper
	1 roll	Tape
Each Group Needs	1	Personal device with internet access (optional)
	1 stack	Sticky notes
Each Participant Needs	1	<p>"Ms. Marvel Vol. 1: No Normal" by G. Williw Wilson</p> <ul style="list-style-type: none"> Volume 1 includes five issues Youth can read a print or digital version – a temporary subscription may allow access to free digital versions
	2	Index cards
	1	Pen, pencil or marker

Literacy Strategies

During this module, readers will:

- Activate prior knowledge
- Make predictions
- Make connections between the text and their own lives
- Use critical thinking skills
- Provide textual evidence for an argument

Extension Activities

- Extend this module by supporting youth as they continue planning and acting on their projects. This module ends with a project planning session, but groups who are committed to the service project they designed could implement their projects over the course of the summer.
- Keep reading the next volume in the “Ms. Marvel” series!

If youth in your Club or Youth Center want to explore other books on the topic of superheroes, we recommend:

- “Ms. Marvel” Volumes 2-5 by G. Willow Wilson
- “Moon Girl and Devil Dinosaur” by Amy Reeder
- “Miles Morales” by Jason Reynolds

Career Connections

This module includes opportunities for self-discovery, which is an element of career exploration because it leads youth to identify their skills, strengths, passions and interests.

MyFuture

If you want to connect the sessions with activities on my MyFuture, we recommend the following:

- **Stand Up, Speak Out** (myfuture.net/activities/Teens/Youth-for-Change/402-Stand-Up,-Speak-Out): Youth learn about the power of talking about issues that are important to them.
- **From Passion to Plan** (myfuture.net/activities/Teens/Youth-for-Change/405-From-Passion-to-Plan): Youth build a plan of action on what they’re passionate about.
- **Be an Influencer** (myfuture.net/activities/Digital-Literacy/Digital-Presence/37-Be-an-Influencer): Youth go online to make a difference with social change projects.

Family and Caregiver Engagement

On-site:

- Invite families to join in the service projects youth design.
- Host a viewing party to show one or more episodes from the “Ms. Marvel” series and discuss it.

At home:

- Encourage youth to ask their families about the expectations they grew up with.
- Encourage families to watch a superhero movie together and talk about the heroes they most respect.

Notes to Facilitator

If your teens aren't meeting in person, you can facilitate this module virtually. The activities require very few materials other than copies of “Ms. Marvel Vol. 1.” You could facilitate discussions over video chat rather than in the same physical space. To cut down on screen time, consider asking youth to read ahead of time, and host shorter sessions after they read each issue. See the resource [Tips for Virtual Facilitation of Summer Brain Gain](https://mybgca-my.sharepoint.com/:w:/g/personal/lsexton_bgca_org/EfHFLB8ut_hJupY89wAXIx4BSg9hU3Tzw2e-8v42_UUHeg?e=tgSoH6) (mybgca-my.sharepoint.com/:w:/g/personal/lsexton_bgca_org/EfHFLB8ut_hJupY89wAXIx4BSg9hU3Tzw2e-8v42_UUHeg?e=tgSoH6) for general suggestions that can support staff in facilitating engaging sessions online.

“Ms. Marvel” brings up topics of religion, culture, family and identity. These topics could lead to great discussions! If you want extra preparation or ideas for extending this experience, these resources are helpful:

- [Using Graphic Novels in Education](https://cblfd.org/2015/04/using-graphic-novels-in-education-ms-marvel/) (cblfd.org/2015/04/using-graphic-novels-in-education-ms-marvel)
- [Classroom Teaching Guide](https://popcultureclassroom.org/teaching_guides/ms-marvel-vol-1-no-normal) (popcultureclassroom.org/teaching_guides/ms-marvel-vol-1-no-normal)