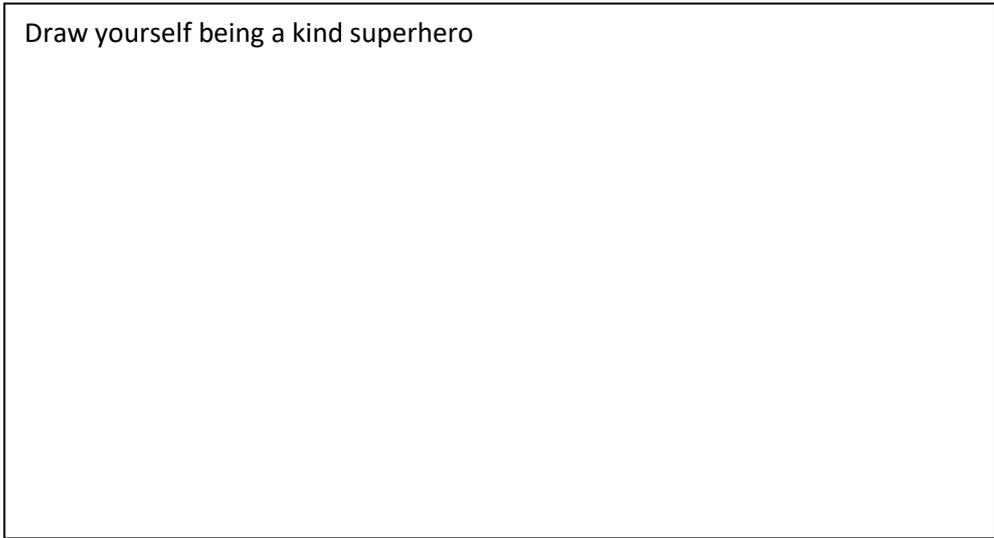


Name _____

Who is a SUPERHERO?

Draw yourself being a kind superhero



Name some Superheroes _____

What kind things can Superheroes do?-

What personality traits do Superheroes have? _____

How do Superheroes help people? _____

How can you be an everyday superhero at school?

At home? _____

Name _____

Create a Superhero ...Creative Writing

Draw your Superhero



What's your Superhero's name? _____

What powers does your Superhero have? _____

What does your Superhero look like? _____

What SUPER foods does your Superhero eat?

Who does your Superhero rescue? _____

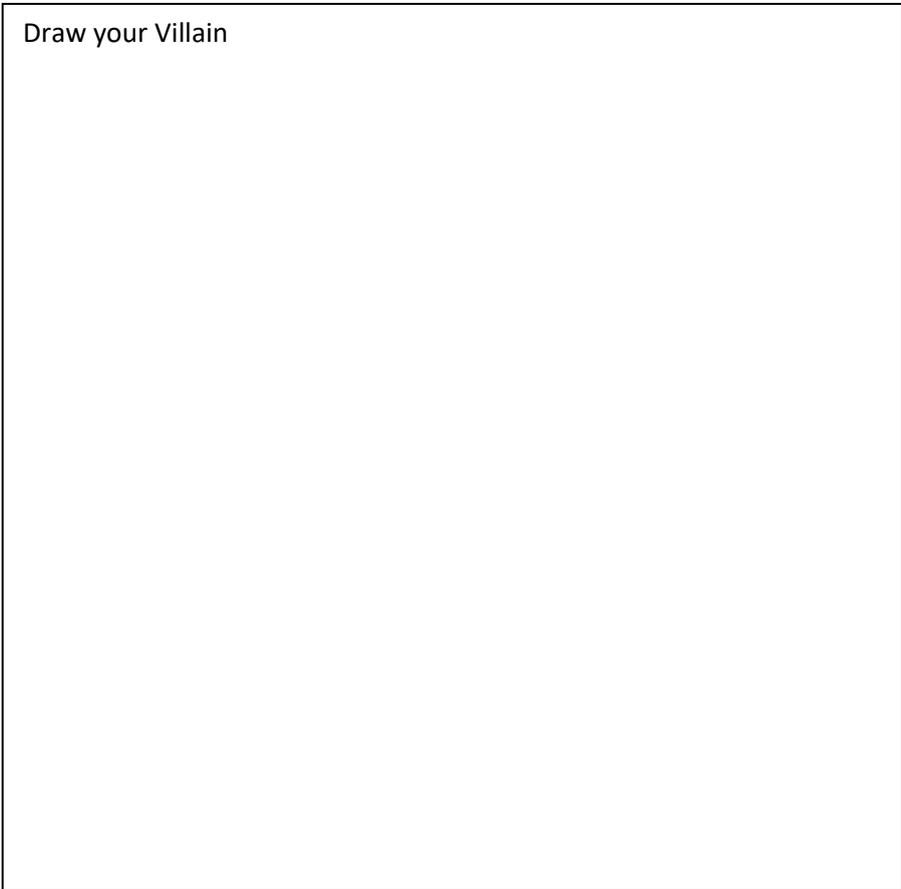
Who is your Superhero's arch enemy? _____

Write a story how your superhero battles with his enemy OR how he/she rescues someone.

Name _____

Create a Villain ... Creative Writing

Draw your Villain



What's your Villain's name? _____

What EVIL powers does your Villain have? _____

What does your Villain look like? _____

What EVIL foods does your Villain eat?

Who does your Villain try to destroy? _____

Who is your Villain's arch enemy? _____

Write a story how your villain battles a superhero... but the superhero WINS!

Name _____

Writing Superheroes KIT

<https://www.youngwriters.co.uk/competitions/lets-get-writing.php>



Grades 3 – 8

Activity Time 45 to 60 minutes (can be done over different days)

Publisher

**INTERNATIONAL
LITERACY
ASSOCIATION**

Preview

Activity Description

Children will create a superhero who has summer-specific powers and then build a story around him or her. Comic books and movies can provide a jumping-off point. Interactive tools will help children cover all the basics of a complete story – characters, setting, conflict, resolution, theme, etc. And because it's summer, a favourite vacation spot will make the perfect setting.

Why This Is Helpful

Asking a child to invent a story can lead to frustration because of all the components that go into creating a good one. This activity gives children a fun writing prompt – an idea to get them started. It also shows how prewriting exercises can divide the process into understandable steps. They'll discover that advance planning can be fun and lead to a better story.

Get Started: What You Need

- Notebook or paper for capturing ideas
- Pen or pencil
- [Story Cube](#) interactive tool
- [Mystery Cube](#) interactive tool
- Superhero comics or books (available at the library)

Here's What To Do

Before beginning the activity, decide whether the child will write a general story or a mystery. There is a good bit of overlap, but the mystery will have a crime, clues, and a solution, extra bits that make it a good choice for older children.

1. Select a few superhero-themed comics or books. Read through them together or let the child do so independently.
2. Ask the child to make a list of superhero powers, such as being able to fly, to climb buildings, or to turn invisible.
3. Next, challenge the child to create a superhero who has summer super powers. The hero could harness sunlight to create a solar-powered laser weapon. Or maybe the hero can turn anything into ice cream. Suggest the child aim for three super powers, which can be serious or super silly.
4. Ask the child to give the superhero a name, like Swimmer Girl or Snow Cone Man. The hero also will need a real-life name, for when he or she is off-duty.
5. Next, ask the child to pick the vacation setting for this story. Perhaps it's a favorite city or amusement park the child has visited. It also can be a dream vacation location or even a made-up fantasy land. Have the child write a few notes about the setting – what's the weather like, where does the hero live, and why do people vacation there?

NOTE: If writing a general story, do steps 6 and 7. If writing a mystery, skip to step 8.

6. Use the [Story Cube](#) interactive to map out the story's key elements. The child will already have the "characters" and "setting" sides of the cube. Help the child with conflict, resolution, and theme. You might want to review the comics or think of superhero movies. What was the conflict, resolution, and theme of that story?
7. For the "favourite" side of the cube, ask the child to come up with one important scene or action that they want in the story. What's the big dramatic moment? Help them flesh out at least one scene. Once the story cube is completed, look below at "More Ideas to Try" for what to do with the finished "cube."
8. Use the [Mystery Cube](#) interactive to map out the key elements of a mystery. The summer superhero might be the perfect choice for the role of "detective." Or maybe the superhero is unjustly accused of a

Song Bird Series by Karen Tyrrell

crime. The descriptive words from Step 5 can be used to fill-in the "setting" side of the cube. From there, the child can invent the crime, victims, clues, and solution. (Hint: Suggest the child select clues and a solution that has a connection to the superhero's special powers.)

9. Older children or younger child with a guardian's permission can proudly display their work on social media outlets by using #RWTsummer.=

More Ideas To Try

- Use the story elements on the cube to create a homemade book. Start with the cover, featuring the author's name, of course. Can the cover show the superhero unleashing summer super powers?
- Turn the story upside down: Turn the superhero into a super villain. Would a summer super villain turn the whole world freezing cold or drain all the swimming pools? Suggest the child rewrite the story with this twist.
- Invite some superheroes to dinner. Imagine if your summer superhero was invited to a superhero reunion and met all the famous caped crusaders, such as Superman, Spider-man, and Wonder Woman. What would they talk about, eat for dinner, or do for fun together?

Saving Your Work With RWT Interactive Tools

Once you've finished your Superhero Cube, use the saving capability within the interactive tool to save your Story Cube file.

1. On the final screen of the interactive, click Save Final.
2. Name your file something that is descriptive of your Cube, and click Save.
3. Select a place on your computer or external drive to save the file, and click Save.
4. For more information about the saving capability, see our [RWT ReView: Saving Work With the Student Interactives](#).

Sharing Your Work

- With guardian permission, share photos or videos of completed work via social media sites by using #RWTsummer.

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- Congratulate the child on publishing his or her work, and click through other children's Cubes to comment--or to find inspiration for a new project!

Related Resources: Activities & Projects

Grades 6 – 8 | Activity & Project

[Celebrate Heroes](#)

Encourage children to spend a little time thinking and writing about just what makes a hero and who their personal heroes might be.

Grades 6 – 10 | Activity & Project

[Writing Fanfiction](#)

Writing stories that imitate a certain genre or type of fiction allows children to explore a book they love by imagining new twists for their favorite characters and plot lines.

Games & Tools: Grades 6 – 12 | Game & Tool

[Hero's Journey](#)

Harry Potter. Frodo. Luke Skywalker. These popular characters from novels and films share a common root: the ancient myth of the hero's journey. This tool gives teens the information they need to take a closer look at an epic hero or create a hero of their own.

Printouts

Grades 6 – 8 | Printout | Learning New Skills

[Qualities of Good Storytelling](#)

This printout helps children focus on books that they are currently reading to see different models of well-told stories.