

★ Quicklook at "Superpeople"

Children work in groups and each have the same set of superpeople, which can either be left as it is, enlarged or cut up. There are four sets of cards with predicaments. Groups could work with one or two sets each.

We tried out a variety of activities:

Decide which superpeople can deal with which predicament.

Decide which predicaments are impossible for superheroes, and best sorted by normal heroic human beings.

Find/invent superheroes and come up with predicaments for each and every one. You can also do a bingo game where players have superpeople cards and must fill them up.

Millions of rats move into town. They start to eat all the food

A man falls from the top of a building

A giant robot runs out of control and destroys building.

Someone has left a burning cigarette in a hotel room. A huge fire will start soon.



Plastic Man
He can bend to any shape.
He can make himself flat.
Nobody can read his mind.



Anansi
He is small and very clever.
He can change into a spider.
He can make a magic web.

A hospital is running out of money. It will close down unless someone finds some money.

The workers in a service centre are very poor. The boss refuses to pay them enough money.



The A team
They are good at disguises.
They work well together.
They are good at inventing things.



Warrior Queen
She makes people feel brave.
She is good at making plans.
Her shout can destroy metal.

There is a gas leak in a crowded department store. The gas will explode if nobody finds the leak.

You accidentally drop your front door key off Tower Bridge

You are surrounded by a gang of bullies in the corridor.