

Superpeople

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.

Which superhero can solve the problems?

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

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



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.

Can humans do better in some situations?

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

Superpeople

Originally produced in English and Bengali by the EAL department at Daneford School in Bethnal Green in 1985. A catalyst to promote talk around the nature of heroism.

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.

There is now a lot of information on the web about superpeople and this activity is well suited to stimulate research for the production of a bigger and better superperson activity which we will post if you send it to us! We also want to revise the Bengali version.

The webaddress for this activity is:

<http://www.collaborativelearning.org/superpeople.pdf>

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COLLABORATIVE LEARNING PROJECT

Project Director: Stuart Scott

Supporting a cooperative network of teaching professionals throughout the European Union to develop and disseminate accessible interactive teaching materials in all subject areas and for all ages.

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BRIEF SUMMARY OF BASIC PRINCIPLES BEHIND OUR TEACHING ACTIVITIES:

The project is a teacher network, and a non-profit making educational trust. Our main aim is to develop and disseminate classroom tested examples of effective group strategies that promote talk across all phases and subjects. We hope they will inspire you to develop and use similar strategies in other topics and curriculum areas. We want to encourage you to change them and adapt them to your classroom and students. We run teacher workshops, swapshops and conferences throughout the European Union. The project posts online many activities in all subject areas. An online newsletter is also updated regularly.

*These activities are influenced by current thinking about the role of language in learning. They are designed to help children learn through talk and active learning in small groups. They work best in non selective classes where children in need of language or learning support are integrated. They are well suited for the development of speaking and listening. They provide teachers opportunities for assessment of speaking and listening.

*They support differentiation by placing a high value on what children can offer to each other on a particular topic, and also give children the chance to respect each other's views and formulate shared opinions which they can disseminate to peers. By helping them to take ideas and abstract concepts, discuss, paraphrase and move them about physically, they help to develop thinking skills.

*They give children the opportunity to participate in their own words and language in their own time without pressure. Many activities can be tried out in mother tongue and afterwards in English. A growing number of activities are available in more than one language, not translated, but mixed, so that you may need more than one language to complete the activity.

*They encourage study skills in context, and should therefore be used with a range of appropriate information books which are preferably within reach in the classroom.

*They are generally adaptable over a wide age range because children can bring their own knowledge to an activity and refer to books at an appropriate level. The activities work like catalysts.

*All project activities were planned and developed by teachers working together, and the main reason they are disseminated is to encourage teachers to work more effectively with each other inside and outside the classroom. They have made it possible for mainstream and language and learning support teachers to share an equal role in curriculum delivery. They should be adapted to local conditions. In order to help us keep pace with curriculum changes, please send any new or revised activities back to the project, so that we can add them to our lists of materials.

Superpeople



Warrior Queen

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



Genie

He can grant any wish.
He can turn into anything he wants.
He cannot be destroyed.



Wonder Woman

She is super strong.
She has a magic lasso.
Her shout can destroy metal.



Anansi

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



Plastic Man

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



Invisible Woman

She can become invisible.
She can travel at the speed of light.
She can travel into the past and future.



Superman

He is bullet proof.
He has Xray eyes.
He can fly.



Aquaman

He is a strong swimmer.
He can breathe underwater.
He can control sea animals.



The A team

They are good at disguises.
They work well together.
They are good at inventing things.

Superpeople - predicaments cards

A man falls from the top of a building

A plane crashes into the sea. Passengers are trapped underwater

A life support machine in hospital breaks down. Some people might die.

A giant robot runs out of control and destroys building.

A lion escapes from the zoo and runs through the town.

A comet from space is going to crash into the Earth.

A volcano will erupt next week. Nobody knows which one. Many people might die.

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

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

Superpeople - predicaments cards

People are frightened to walk in the street. Some of them have been attacked by a gang.

You accidentally drop your front door key off Tower Bridge.

A tall building is on fire. People are trapped on the roof.

A bomb will explode in the middle of town. One man knows where the bomb is but he refuses to speak.

Some kids plan to beat you up. You need someone to listen to their plans.

An old person is very ill. They need a holiday to get better.

The driver of a train faints. The train will crash if it reaches the station.

A mad scientist plans to destroy London. Somebody must get his secret plans.

One bridge over the Trent in Nottingham is going to fall down in a week. Nobody knows which one.

Superpeople - predicaments cards

A girl has been kidnapped. Only her dog knows where she is.

An old man is seriously ill in his flat. Nobody knows about him.

A cloud of poisonous gas escapes from a factory.

The computer which controls the airport has broken down. Many planes might crash if it is not fixed quickly.

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

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

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

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

A radioactive cloud is blowing towards us.

Superpeople - predicaments cards

A dangerous shark attacks swimmers in the sea.

A young child falls into a deep river.

Someone is trapped under a fallen building. They need medicine.

You want to find out if you have passed an exam.

An old woman lives on her own in a cold flat.

People are affected by a mysterious disease. It is caused by a dirty polluted river.

A fire breathing dragon burns towns and eats people.

A child is locked in an old factory. Nobody knows where she is.

The leaders of two countries want to go to war. Many innocent people will die. They must be stopped.

Superpeople - Who are they? What are their powers?

