

☐ ☐ ☐ SUPERHEROES

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Description: This is a group storytelling activity which echoes back to the importance of a structure. It also promotes creativity and a sense of fun, which could be useful in balancing dry content. The basic premise here is that the superhero genre has a predictable structure. It usually centers on the following: A hero with a special power has to battle an arch enemy (the villain) who has plotted a dastardly deed at an identified location. The villain usually has captured someone important as leverage and the hero has to defeat the villain and save the person.

Objective: Demonstrate the elements of storytelling and the importance of structure.

Audience: Beginning or intermediate knowledge level in relation to the content

Time: 30 minutes

Group Size: 8-30 participants

Materials: Prepared superhero cards

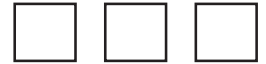
Process: 1. Set up the activity up by creating eight sets of cards with the following headings: hero's first name, hero's last name, hero's special power, location, villain's first name, villain's last name, dastardly deed and person to save. The grid below has some sample options.

Have a different color for each set of cards for easy navigation and pack up at the end of the activity.

2. Break the participants into groups of 3-5 people and ask them to collect one card from each category. Explain to the group that they are to create a superhero storyline based on the information on the cards. As the trainer, model a sample storyline to get things started. It shouldn't take more than 5 minutes for the groups to establish their basic storyline.

3. At the end, ask each group to present their superhero story and be prepared for a lot of laughter!

Hero's first name	Hero's last name	Hero's special power	Location
Captain	Fantastic	X-Ray vision	The park
Master	Magnificent	Can fly	The city hall
Princess	Awesome	Can create and throw fire	The beach
The Masked	Crusader	Telekinesis	An abandoned warehouse
Mister	Remarkable	Good grammar	The stadium
Lady	Wonder	Talks to animals	The airport
Villain's first name	Villain's last name	Dastardly deed - Event	Person to save
Doctor	Wasabi	Deadly virus	World leader
Colonel	Apocalypse	Insect invasion	The mayor
Maximum	Prejudice	Freeze ray	Hero's love interest
Ultimate	Destroyer	Towering inferno	Hero's family
Wicked	Evil	Control weather	Innocent bystander
Dame	Dastardly	Hidden bomb	Scientist



Debrief: When debriefing the activity, ask the audience about some of the similarities between their superhero story and planning in general. Listen for things like “defined structure,” “clear start, middle and end” and “agreed solution.” The trainer can continue to explain that once a structure has been determined, there can still be flexibility, creativity and fun as long as everyone gets to the same destination.

- Variations:**
1. This activity could be modified to speak directly to content. Rather than fictional characters and events, the trainer could ask participants to create a story based on real job roles, events and situations. For example, if the trainer was discussing the topic of workplace health and safety, the structure could involve “a workplace,” “an area of risk,” “persons affected by the risk” and “methods for reducing risk.”
 2. If superheroes are not your caper, then any genre could be used to spark the audience’s creativity. This could include a romance novel summary, sitcom pitch or even Shakespearian-style tragedy.