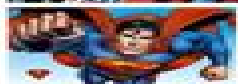




## SUPERHEROES : WHAT MAKES A SUPERHERO ?

A costume, a secret identity, secret weapons, superhuman powers...that's what's makes a superhero. Some of them are able to fly, to jump very high, to see through everything, to change their bodies etc...and they all have very powerful enemies to fight : supervillains. Superheroes all wear costumes. They are usually orphans. They all have a dual identity : they are incredible heroes but in their everyday life, they are usually shy and awkward like Superman/Clark Kent or Spiderman/Peter Parker. They all have a mission : to fight crime and defeat supervillains. Modern superheroes were born in America in the pages of American comics and graphic novels in June 1938 with the first appearance of Superman. Batman appeared one year later. Captain America in 1940, Fantastic Four in 1961, Spider-Man and The Hulk in 1962 and The X-Men in 1963. Americans invented superheroes to represent their hopes and fears for the future. People who believe in superheroes feel stronger and safer. There was also a message sent to the world : America was powerful, just like Captain America and would help the world defeat evil. If you look at Superman and Captain America's costumes, you can see they are very similar to the American flag.



**Batman** fights crimes using martial arts, technology and his mind. He can jump very high.

**Superman** can run faster than a train, leap over buildings, block bullets with his chest, see through walls, blow very cold air, stop meteors and he can also fly.



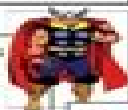
**Spiderman** was bitten by a radioactive spider and gains the strength of a spider, he can spin huge webs to save children in a cable car for example, he can also sense danger, wallcrawl.

**Captain America** can run a mile(1,6 Km) in one minute, heal faster than normal, his immunity to diseases is extraordinary. Captain America has agility, strength, speed, endurance, and reaction time superior to any Olympic athlete who ever competed. While not superhuman, he is as strong as a human being can be. He can lift (press) a maximum of 800 pounds (400 kilos) with supreme effort. He has his own unique hand-to-hand style of combat.



**Dr Banner**, transformed by gamma rays in his laboratory, turns into **The Hulk**, a giant green monster when he is angry, he is very powerful, he can lift tanks and climb up walls.

**Thor** Thor's principal weapon is the enchanted hammer Mjolnir, one of the most formidable weapons known to man or god. Among the hammer's various enchantments are its indestructibility and the ability to summon all the elements of storm (wind, rain, thunder, and lightning). His hammer can be thrown both as a means of flight, and as a weapon that always returns to its wielder's hand. Thor's superhuman strength is matched with an immunity to all human diseases, superhuman speed, agility, and simulated flight when he hurls his enchanted hammer Mjolnir.



**Tony Stark** a rich industrialist and engineer playboy suffers a severe chest injury during a kidnapping, he builds an armored suit to escape captivity, he then decides to use his fortune to build weapons to help the S.H.I.E.L.D protect the world and fight against evil. His armor magnifies Stark strength to superhuman levels, enabling him to lift (press) roughly 65 times. **Ironman** was born.



**Wolverine** possesses heightened senses, making him capable of seeing things at a maximum distance greater than that of a normal human. His hearing is enhanced in a similar manner, and he is able to recognize people and objects by scent, even if that person or object is hidden.



Established to counter the technologically advanced, neo-fascist subversive organization **HYDRA**, the **S.H.I.E.L.D.** remains the planet's largest and most effective force for neutralizing threats to world security and combating terrorism and alien infiltration.



**The Black Widow** is an Olympic class athlete. Her gloves and boots are equipped with miniature suction cups which enable her to cling to surfaces. Her belt contains plastic explosives.



**Other superheroes**

	climb walls	fly	lift heavy things	jump very high	run very fast	have heightened senses	see through walls	is immune to diseases
Superman								
Batman								
Spiderman								
The Hulk								
Iron Man								
Captain America								
Thor								
The Black Widow								
Wolverine								

# Super Hero Comprehension

**Maggie Testa**



## **Super Hero Comprehension:**

**Arrow and Superhero Television** James F. Iaccino, Cory Barker, Myc Wiatrowski, 2017-10-12 This collection of new essays focuses on The CW network's hit television series Arrow based on DC Comic's Green Arrow and its spin offs The Flash DC's Legends of Tomorrow and Supergirl Comic book adaptations have been big business for film studios since Superman 1978 and in recent years have dominated at the box office five of the 11 highest grossing films of 2016 were adapted from comics Superheroes have battled across the small screen for considerably longer beginning with The Adventures of Superman 1952 1958 though with mixed results The contributors explore the reasons behind Arrow's success its representation of bodies its portrayal of women its shifting political ideologies and audience reception and influence on storylines

**Superhero Synergies** James N. Gilmore, Matthias Stork, 2014-03-06 In the age of digital media superheroes are no longer confined to comic books and graphic novels Their stories are now featured in films video games digital comics television programs and more In a single year alone films featuring Batman Spider Man and the Avengers have appeared on the big screen Popular media no longer exists in isolation but converges into complex multidimensional entities As a result traditional ideas about the relationship between varying media have come under striking revision Although this convergence is apparent in many genres perhaps nowhere is it more persistent more creative or more varied than in the superhero genre Superhero Synergies Comic Book Characters Go Digital explores this developing relationship between superheroes and various forms of media examining how the superhero genre which was once limited primarily to a single medium has been developed into so many more Essays in this volume engage with several of the most iconic heroes including Batman Hulk and Iron Man through a variety of academic disciplines such as industry studies gender studies and aesthetic analysis to develop an expansive view of the genre's potency The contributors to this volume engage cinema comics video games and even live stage shows to instill readers with new ways of looking at thinking about and experiencing some of contemporary media's most popular texts This unique approach to the examination of digital media and superhero studies provides new and valuable readings of well known texts and practices Intended for both academics and fans of the superhero genre this anthology introduces the innovative and growing synergy between traditional comic books and digital media

**Test Prep Level 4: A Subway Superhero Comprehension and Critical Thinking** Lisa Greathouse, 2014-06-01 Fourth graders read a high interest nonfiction article strengthen comprehension skills by responding to follow up questions study a primary source document and demonstrate critical thinking skills through document based questions

**The Secondary SLP Roadmap** Hallie Sherman, 2025-10-31 Essential guide for Grade 4-12 SLPs to reduce prep work and help students crush their goals The Secondary SLP Roadmap Motivating Students to Crush their Speech and Language Goals is a unique resource for speech language pathologists working with secondary students who are often harder to motivate and more aware that learning is difficult for them Based on author Hallie Sherman's 16 years of SLP experience and her extensive professional development

training career this book is filled with stories and practical ideas tips and tricks that you can use right away to help students learn more effectively while bringing prep work down to one hour each week Broken down into three phases to allow for modular learning this book shows readers how to Target a variety of goals without spreading resources too thin Work with mixed groups in a way that all students get the attention and assistance they need Teach skills differently than how they are already being addressed in the classroom Build rapport and a safe environment in which students feel comfortable taking risks The Secondary SLP Roadmap provides readers with an essential framework to go from being uncertain and overwhelmed to having their speech students crushing their goals and making massive progress

**Superevil. Villains in Silver Age Superhero Comics** Anke Marie Bock,2023-10-18 Superevil Villains in Silver Age Superhero Comics sheds light on the often disregarded supervillains in the American superhero comic of the 1960s From Loki to Killmonger they all possess famous cinematic counterparts yet it is their comic origin that this study examines Not only did The Silver Age produce countless superheroes and supervillains who have conquered the screens in the last two decades but it also created complex villains Silver Age supervillains were as the analyses in Superevil show the main and only means to include political and societal criticism in a cultural product which suffered from censorship and belittlement Instead of focusing on the superheroes once more Anke Marie Bock pioneers in putting the supervillain as such in the center of the attention In addition to addressing the tendency to neglect villains in superhero comic studies revealing many important functions the supervillains fulfill among them criticizing Cold War politics racism gender roles and the often unquestioned binary of good and evil on the examples of i a The Fantastic Four Spider Man and Black Panther comics

**The Meaning of Superhero Comic Books** Terrence R. Wandtke,2014-01-10 For decades scholars have been making the connection between the design of the superhero story and the mythology of the ancient folktale Moving beyond simple comparisons and common explanations this volume details how the workings of the superhero comics industry and the conventions of the medium have developed a culture like that of traditional epic storytelling It chronicles the continuation of the oral traditional culture of the early 20th century superhero industry in the endless variations on Superman and shows how Frederic Wertham s anti comic crusade in the mid 1950s helped make comics the most countercultural new medium of the 20th century By revealing how contemporary superhero comics like Geoff Johns Green Lantern and Warren Ellis s The Authority connect traditional aesthetics and postmodern theories this work explains why the superhero comic book flourishes in the new traditional shape of our acutely self conscious digital age

*Leveled Texts for Second Grade* Shell Education,2016-06-04 Leveled Texts for Second Grade provides teachers with leveled texts covering the Language Arts Mathematics Science and Social Studies subject areas This 60 book kit comes with five texts for each subject area With each text providing three levels there is an appropriate book for low on above level and English language learners Each text also comes with comprehension questions leveled for each reader type This kit saves teacher s valuable prep time by providing materials already differentiated for their

classroom Students will be enthralled with the vivid images illustrations and diagrams geared towards increasing content understanding and comprehension This extensive series is aligned with Common Core State Standards McREL TESOL WIDA standards

*How to Read Superhero Comics and Why* Geoff Klock,2002-09-06 Superhero comic books are traditionally thought to have two distinct periods two major waves of creativity the Golden Age and the Silver Age In simple terms the Golden Age was the birth of the superhero proper out of the pulp novel characters of the early 1930s and was primarily associated with the DC Comics Group Superman Batman Green Lantern and Wonder Woman are the most famous creations of this period In the early 1960s Marvel Comics launched a completely new line of heroes the primary figures of the Silver Age the Fantastic Four Spider Man the Incredible Hulk the X Men the Avengers Iron Man and Daredevil In this book Geoff Klock presents a study of the Third Movement of superhero comic books He avoids at all costs the temptation to refer to this movement as Postmodern Deconstructionist or something equally tedious Analyzing the works of Frank Miller Alan Moore Warren Ellis and Grant Morrison among others and taking his cue from Harold Bloom Klock unearths the birth of self consciousness in the superhero narrative and guides us through an intricate world of traditions influences nostalgia and innovations a world where comic books do indeed become literature

Engaging English Coursebook 5 Ruby Bose,Anju Gupta,2020-11-30 Engaging English is a language learning course which aims to impart communicative competence through an understanding and appreciation of literature The course comprises Coursebooks and Workbooks designed to build confidence in using English accurately and effortlessly

**Batman Is Fast!** Maggie Testa,2017-05-23 When the Joker steals a car it s up to Batman to save the day

**The Psychology of Superheroes** Robin S. Rosenberg,Jennifer Canzoneri,2008-02-09 Robin Rosenberg PhD is a clinical psychologist and coauthor of Abnormal Psychology Fundamental of Psychology and Psychology in Context She lives in Cambridge Massachusetts

DC Comics Super Hero Mad Libs Roger Price,Leonard Stern,2015-03-03 Mad Libs is the world s greatest word game and the perfect gift for anyone who likes to laugh Write in the missing words on each page to create your own hilariously funny stories all about DC Comics superheroes Wonder Woman and Superman both agree on one thing Batman is very ADJECTIVE With 21 fill in the blank stories about crime fighting encounters with supervillains and saving the world DC Comics Superhero Mad Libs has something for every fan of the DC Comics universe Play alone in a group or in Metropolis Mad Libs are a fun family activity recommended for ages 8 to NUMBER DC Comics Superhero Mad Libs includes Silly stories 21 fill in the blank stories all about DC Comics superheroes Language arts practice Mad Libs are a great way to build reading comprehension and grammar skills Fun with Friends each story is a chance for friends to work together to create unique stories

Developmental Therapy-developmental Teaching Mary M. Wood,Karen R. Davis,Faye L. Swindle,Constance Quirk,1996

**The Myth of the American Superhero** John Shelton Lawrence,Robert Jewett,2002 As the nation seems to yearn for redemption from the evils that threaten its tranquility the authors maintain that Joseph Campbell s monomythic hero is alive and well but

significantly displaced in American popular culture      *El-Hi Textbooks in Print* ,1984      Not-a-superhero (I Think) Luca  
Buvoli,1994      Treasures Grade 3:Practice Book Teachers Edition MCGRAWHILL 2008      **Spotlight on Literacy**  
,1997 Reading textbook series organized by thematic units utilizes award winning unabridged trade book literature to teach  
reading and language arts competency to students grades K 6      The Oxford English Dictionary ,1989      Developmental  
Therapy Sourcebook: Music, movement, and physical skills Mary M. Wood,1981 Designed as a source book for teachers and  
therapists of mentally ill children Basic procedures activities creative activities and techniques which will promote social  
emotional growth are emphasized

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