

Year 4 English

Week 7 Lessons 1 - 5

Heroes and Villians

We hope that you are all well and continuing to be happy and healthy. Please continue to listen to Mrs Modha reading a chapter from Varjak Paw each day which you will be able to see on youtube at this link:

<https://www.youtube.com/channel/UC9zzWTBpKA4Y7YNA8EoyijA/>

Continue going through one lesson each day and try your best.

This week we are continuing to work on our superhero/ supervillain comics. We really hope you enjoy all the activities! Make sure to send us work you are proud of to our class emails.

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Mrs Modha



Miss Beck

How To Be A Superhero



So you want to be a superhero? I don't blame you. It's a fantastic career. You get to travel the world, meet lots of interesting people and thwart their dastardly plans. I feel I must warn you, though. It's not all fun and games. Villains nowadays are cunning. They love nothing more than to see a superhero sliced into smithereens by a laser beam or catapulted into a volcano. It's not for the weak-hearted.

There are a few steps on the road to heroism. Ideally, you will already know who your arch-nemesis is going to be. If you are struggling to find a devious villain, look for large public items being stolen. Something like the Queen, Stonehenge or the moon would be a clue that somebody is up to no good. Make a point of contacting your nemesis as soon as you can to let them know you're onto them.

Your media personality is vital. Make sure you spend as much time in front of the news cameras as possible. You need to ensure that you are always on television. Remember, it doesn't count as a superhero good deed if you don't tell people about it!

So you've got your nemesis, and you know what your first mission is going to be. What next? Now it's time to act. I don't mean actually get the thing back. That will be later. You need to actually act now. You might not care that much about the moon, but you need to act as though the villain has stolen your favourite birthday present. People love it if you can cry on TV. A cute doggy sidekick will win you even more points.

Only once you've annoyed your enemy and boasted about how you'll destroy them on TV (all while crying) can you start your mission. You might find that somebody else has solved the problem by this point. That's a great outcome. You've had all the media without having to fight off angry laser-sharks or evade a series of frustrating booby traps.

Things get dangerous if you still have to carry out a mission. Try to minimise the danger by giving up when things get too tough. Even scientists aren't allowed to play around enormous rockets hidden in the middle of volcanoes, so why should you?

Sometimes things are a bit easier. Villains aren't always the sharpest tools in the box and like to tell everyone where they are hiding. Secret lair? More like a conspicuous mansion on a deserted island! You will inevitably get caught at some point. When this happens, just keep asking them questions. Villains seem incapable of carrying out punishments until they have talked about it for hours and held an in-depth question-and-answer session. This can buy you valuable time.

Even if you do manage to complete your mission, you must let the villain go free. Once you put the villains in jail, you'll be out of a job. Make sure there's always a regular supply of villainy by always letting them go.

RETRIEVAL FOCUS

1. Find one thing that villains like to do to superheroes.
2. What will win you more points with a TV audience?
3. What can you avoid if somebody else solves the problem first?
4. If you catch the villain, what must you do?
5. What is one good thing about being a superhero?

VIPERS QUESTIONS

I

What does the author seem to think is the most important part of being a superhero?

V

What does the phrase “sharpest tools in the box” mean?

V

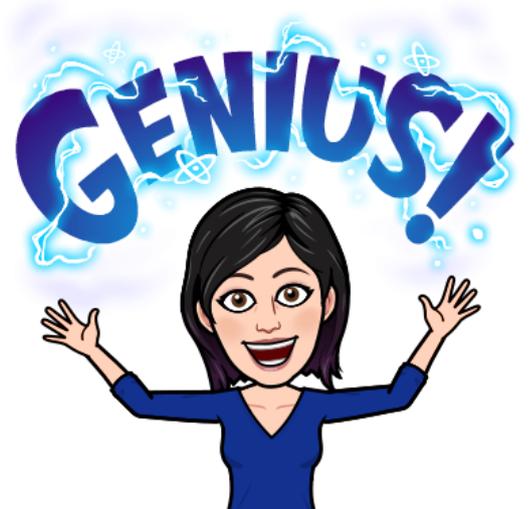
Write a definition for “conspicuous”.

S

What must you do before carrying out a mission?

I

Why do you think the author doesn't want to carry out any missions?



The Opponent

Every superhero/ supervillain has an opponent. An arch nemesis, someone who is there equal match on the opposite side.

Who will be your opponent?

Draw and label them in the box below.

Send us a picture so we can see what they look like too!



The Sidekick and the Minion!

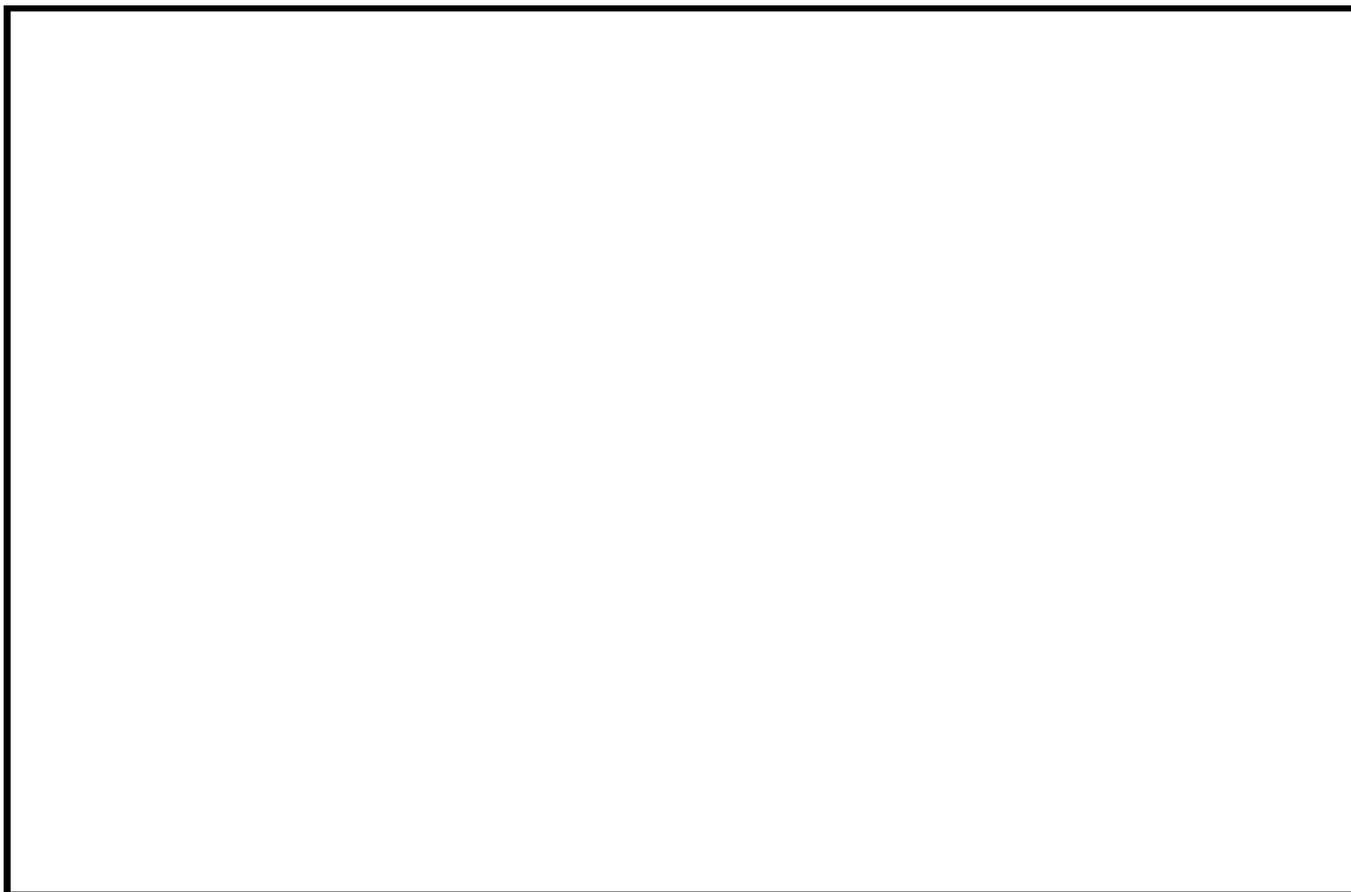
All superheroes need a sidekick and all supervillains need a minion! Today you are going to create a sidekick/ minion for your protagonist (main character) and one for your opponent..

Sidekick Name:	Minion Name:
Reason for Name:	Reason for Name:
Super power:	Super power:
Strengths:	Strengths:
Weakness:	Weakness:



Week 7 Lesson 2

Draw both your characters below, make sure to label them.



Body Language

As a superhero/ supervillain, you should be able to read other people's body language and their physical behaviour, so that you can understand them better—and work out what they are up to!

An understanding of body language will also help you to be a better and more powerful communicator.

Think about eye contact, facial expressions, the space you use, your posture and your gestures—we use all these to communicate, often without realising!

Here's a game you can play to practise reading each other's body language.

1. Write down a list of words to describe someone's feelings or character—eg. 'powerful' 'hungry', 'dreamy'.
2. Then write a list of activities—eg. 'reading a book', 'eating dinner'.
3. Cut the words out and fold them up—separate the feelings and activities into two bowls.
4. Take turns to draw a slip from each bowl, an silently perform the action in the style given—eg. 'reading a book dreamily.'
5. Everyone else has to guess both the action and the feeling from body language alone.

Look at the pictures below. How do you think each person is behaving or feeling?



The Plan

It is now time to start planning! Using the characters that you have created during the last few lessons, think about how your comic story could develop from beginning, to middle, to end.

Using the eight draft comic book panels below, jot down your ideas for each section of your comic.

1.
Setting:

Characters present:

Thought/Speech Bubbles:

2.
Setting:

Characters present:

Thought/Speech Bubbles:

3.
Setting:

Characters present:

Thought/Speech Bubbles:

4.
Setting:

Characters present:

Thought/Speech Bubbles:

5.
Setting:

Characters present:

Thought/Speech Bubbles:

6.
Setting:

Characters present:

Thought/Speech Bubbles:

Week 7 Lesson 4

7.

Setting:

Characters present:

Thought/Speech Bubbles:

8.

Setting:

Characters present:

Thought/Speech Bubbles:





“It’s Clobbering Time!”

Complete the blank comic strips on the next page. You should draw in each panel and include speech bubbles. When you have finished, ask an adult to help you take a picture with your comic strip and send it to us! We’re really excited to see what you come up with.

Name of comic

