

RESOURCE PAMPHLET OUTLINE

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ACTIVITY NAME

Heroes and Villains

SUPPLIES NEEDED

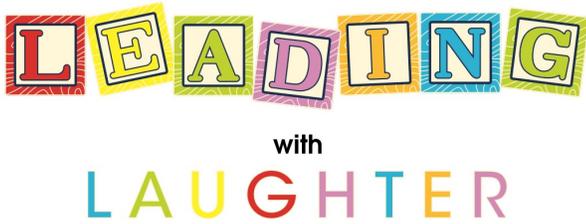
- Drawing/writing utensils
- White board or large sheet of paper

TIME ESTIMATE

- 30 minutes
- Ideal for facilitating at a K-Kids meeting

ACTIVITY SUMMARY

Have students design both a superhero and a supervillain. They can choose to draw a character or a logo, but what's most important is that they make a list of the powers and qualities of each of their two characters, as well as a backstory for both. Afterwards, you can discuss each hero and villain, and what qualities make them a hero and a villain. Have the students tie in powers with different qualities a leader should or shouldn't have; be creative with it!



Common Powers & Traits and Their Meanings– Here are some of the ways you can tie in common superpowers and traits to leadership qualities! Keep in mind that the villains might have similar powers as a hero, but their use of those powers sets them aside.

Potential Hero Powers and Traits-

- Super strength– Lifts up others, can keep going even if things seem tough
- Super speed– Doesn't let life slow them down, plans ahead
- Flight– Rises above difficulties, takes the high road
- Invisibility- Knows when to step back from the spotlight and let others shine
- Pursuit of justice– Wants to ensure fairness for all

Potential Villain Powers and Traits

- Mind control– Doesn't let others' ideas and voices be heard
- Environmental manipulation– Changes the world around them to suit their needs, doesn't compromise
- Greed– Wants more power or riches than they have
- Deceit– Lies to get their way and maintain control

DISCUSSION QUESTIONS

Review these questions with the whole group. Give everyone a chance to share their thoughts with the rest of the group and be heard. Feel free to add any other questions you want to ask as well! The primary point of these questions is to highlight how different qualities can be associated with a leader, and how there are different ways to get there.

- What did everyone think of the activity?
- What powers and qualities did you give your heroes? (Qualities associated with leadership) What do you think these powers and qualities mean, and how did they make your hero strong?
- What powers and qualities did you give your villains? (Qualities not associated with leadership) What do you think these powers and qualities mean, and how did they make your villain evil?
- How can the powers and qualities of the villains be changed to make them a hero?
- What type of story did you give your hero? How did this story help make them a hero?
- What type of story did you give your villain? How did this story help make them a villain?
- Why do you think everyone had different ideas?
- What does this say about leadership?
- Any other thoughts?