Lesson Description:
Students will listen to a story about becoming a superhero and discuss the steps used in creating a superhero’s identity. After an explanation on a class book project has been given, they will use an economic or financial word to create an original name and powers for their own superhero. Students will write a “superbio” on their hero and draw an illustration as a page for the class book.

Grade Level: 4-6

Objectives: Students will be able to:
1. Use an economic or financial word to create their superhero’s name and powers.
2. Write their hero’s “superbio” and draw an illustration for a book page.

Time Required: 45 minutes

Materials:
- Copy of I’m Going to be the Best Superhero Ever! by Moira Butterfield (ISBN 978-1-4075-1585-4)
- Flipchart or board space
- Copies of Visual 1 “Create your Superhero!” for each student
- Copies of Activity 1 “My Superhero Page” for each student
- 8½” by 11” white drawing paper, one per student
- Assorted color markers
- Optional: Superhero cape for presenter to wear

Preparation (optional):
2. Secure a funding source to pay self-publishing costs. Suggestions include PTA funds; writing a grant; business partnership; small business loan from a bank.
3. Read I’m Going to be the Best Superhero Ever! and look over economic terms before beginning lesson.
ECON SUPERHEROES SAVE THE DAY
Federal Reserve Bank of Kansas City

Procedure:

1. Ask students the following questions:
   a. How many of you are superhero fans? (Students should raise their hands if they agree.)
   b. Which superheroes are your favorites? (Answers will vary, and may include Superman, Wonder Woman, Batman, Spiderman, Captain America, X-Men, etc.)
   c. Have you ever thought about becoming a superhero yourself? (Answer will vary.)

2. Explain that you will share a book with students titled *I'm Going to be the Best Superhero Ever*. Ask them to listen for the steps the boy in the story followed to create a superhero identity.

3. Hold up the book and read it to the class, sharing the illustrations. When the book is completed, discuss the following and write answers given on a board or flipchart.
   a. Name some of the most important steps in developing a superhero identity. (Answers should include: choosing a superhero name; deciding on superhero clothing or costume; choosing special powers, etc.)
   b. What is the most important job of a superhero? (Answers will vary, but should include the fact that superheroes should help others solve their problems or “save the day.”)

4. Tell students that the special project they will be working on is to create their own superhero for a children’s book titled, “Econ Superheroes Save the Day!” Each page of the book will show a different superhero who has economic or financial powers that help to solve problems. Students will think of a name, costume and powers for their superhero character. They will write a short “superbio” or description of their superhero and draw a picture illustrating the hero, costume or powers in action. The best superhero ideas will be published in a book for students to keep.

5. Explain that students should first decide on an economic or financial word that could help them develop the name and powers of their superhero. Hand out copies of Visual 1: “Create your Superhero!” to look at the vocabulary listed and discuss appropriate hero names and powers for several of these words. Tell students they will use the sheet as a starting point to choose a word and create a related hero name and powers. Discuss the example of “Budgeteer Boy” at the bottom of the page to give students a sample of how to put their ideas together for the bio. (Teacher note: If a student suggests creating a villain with their superhero, tell them that they need to focus on the superhero who solves the problem, not the villain who starts it. They could mention defeating a villain in the bio if they feel strongly. There should not be a villain drawn in the illustration, however.)
6. Hand out copies of Activity 1: “My Superhero Page” to each student. Tell them that once they have thought of their hero name and powers, they will use this page to write a brief “superbio” describing the hero and his/her problem-solving abilities. Once they have finished writing, they should have their bio checked for content, grammar and spelling. After their work is approved, they can draw the illustration of their superhero in action or the hero's costume or logo (such as the spider on Spiderman's costume.)

7. As students complete Activity 1, check their work and approve it for their final page. Hand out a sheet of 8 1/2" by 11" white drawing paper to create their final page. Remind them that the “superbio” should be printed neatly across the bottom of the page. The picture should be drawn in pencil first, then colored with markers. Their name, grade and teacher’s name should be written on the back of the page. If students are not finished with the activity before the lesson is over, the teacher should give them additional time in the future to complete their page.

8. Tell students that their final superhero pages will be judged for creativity, correct grammar and spelling, and eye-catching artwork for inclusion in the book. If their work is chosen, their name and grade will be listed in the final book. All students who participated in the lesson will receive a copy of the published book.

9. Teacher should arrange for the tips to be judged by outside school partners or volunteers. Judges can use Visual 2: “Econ Superhero Judging Sheet” to evaluate and choose superheros for the book. (Teacher should number superheros to simplify use of the judging sheet.)

10. Once pages are ready for publishing, a cover and back could be designed by interested students and a vote could be taken to decide on winners.
**VISUAL 1- CREATING MY SUPERHERO**

Read through the list of economic and financial words with their meanings. Discuss how to use a word to create a superhero name and problem-solving abilities for your “superbio,” or superhero description.

Superhero word list of economic and financial words: (Ideas in red are additional superhero examples)

**Wants:** things people like and desire

**Needs:** Things you must have to live

**Scarcity:** when there is not enough for all who want it
(Ms. Scarcity: uses her duplication power to make sure there is enough for all.)

**Choice:** to make a decision
(Captain Choice: uses his decision brain power to help you make wise choices.)

**Resources:** things used to make goods and services
(Resource Ranger: uses a force field to help keep natural resources safe.)

**Earn:** receive money for doing work
(Ask students to give a superhero example)

**Spend:** to use money to buy goods and services
(Ask students to give a superhero example)

**Save:** to keep money to spend later
(Ask students to give a superhero example.)

**Income:** amount of money you earn or receive from different sources

**Invest:** to use money to gain a profit

**Producers:** people who use resources to make goods and services

**Consumers:** people who buy and/or use goods and services to satisfy wants
(Consumerman: uses super vision to comparison shop at many stores at once.)

**Entrepreneur:** someone who takes the risk of producing a product or starting a new business

**Superhero Example:**

*Budget: A plan showing how income is to be spent*  
*Superhero’s name: Budgeteer Boy*

*My superhero will solve problems by:* successfully using the powers of his mega math mind to plan how his income will be spent.

**Hero Hints:**

- Name your hero to show his/her econ or financial abilities.
- Give your hero interesting powers to help solve problems: strength; invisibility; super vision/hearing; time travel; mind-reading; seeing into the future; super intelligence.
ACTIVITY 1- MY SUPERHERO PAGE

Draw your superhero picture here:

Superhero's name: ________________________________________________________________

My superhero will solve problems by _____________________________________________

____________________________________________________________________________

Written by: ____________________________________________________________________
## Visual 2- Econ Superhero Judging Sheet

Scoring Criteria Guidelines: 3 points = excellent; 2 points = good; 1 point = fair

<table>
<thead>
<tr>
<th>Scoring Criteria</th>
<th>Interesting Name and Powers</th>
<th>Well-written Description</th>
<th>Correct Grammar and Spelling</th>
<th>Eye-Catching Artwork</th>
<th>Total Points</th>
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