

# READING is a SUPERPOWER with Spotlight graphic novels & comic books!



## HULK SET 1

Comic book text is short, but that doesn't mean students don't learn a lot from it! Comic books and graphic novels can be used to teach reading processes and writing techniques, such as pacing, as well as expand vocabulary. Use this PDF to help students get more out of their comic book reading.

Here are some of the projects you can give to your students to make comics educational and enjoyable!

### CHARACTER RESEARCH

- Character Graph – Use the handout provided on page 2 to research information about the Hulk. Page 3 provides teachers with the answer key.
- Trivia Questions – Use the handout provided on page 4 to have students work independently, with a partner, or in a small group to research the trivia questions. Page 5 provides teachers with the answer key.

### CREATIVE WRITING PROJECTS

- Create a Superhero & Superheroine – Use the handout from page 6 to provide students the questions to answer in order to create the background information on their own superhero or superheroine.
- Create a Graphic Novel – Use the handout from page 7 to form small groups and ask the groups to create their own graphic novels over the course of a week.

### GLOSSARY WORDS

- A teacher reference list of all 5th and 6th grade level words found in the books with definitions is provided on pages 8-11. Please use as you like.
- Vocabulary Matching – Use the handouts on page 12-15 as games for students to match words to definitions. Answer sheet is on page 16.
- Vocabulary Words – Use the sheets on pages 17-20 to have students research and become comfortable using a dictionary to find the definitions of words. An answer sheet is on page 21.

### ANOTHER CLASSROOM IDEA

- Fluency Practice – Comic superheroes and villains are famous for their heroic or diabolical voices, and so comic books are a great opportunity for fluent, expressive read aloud activities. Have students read independently, aloud with a partner, or in small groups. Have the students add different voices for the characters and sound effects as they read aloud. Make a recording of their read aloud and play it back.

# CHARACTER RESEARCH

## The Hulk

Directions: Research the Hulk on the Internet to find the information.

**Special Power(s):**

**Appearance**  
**(What does their**  
**costume look like?):**

**CHARACTER NAME:**

**ALTER EGO:**

**How did the**  
**superhero get**  
**their power?**

**Who created the**  
**character and when**  
**did he first appear?**

**Write any other interesting information about the character:**

# CHARACTER RESEARCH-CHARACTER GRAPH ANSWERS

## The Hulk

**CHARACTER NAME:** *The Hulk*

**ALTER EGO:** *Dr. Bruce Banner*

**SPECIAL POWER(s):** *Incredible feats of strength*

**APPEARANCE (WHAT DOES THEIR COSTUME LOOK LIKE?):** *Large, green, and muscular*

**HOW DID THE SUPERHERO GET THEIR POWER?** *He was exposed to a blast of a gamma bomb he invented*

**WHO CREATED THE CHARACTER AND WHEN DID IT FIRST APPEAR?** *Stan Lee/Jack Kirby - 1962*

**WRITE ANY OTHER INTERESTING INFORMATION ABOUT THE CHARACTER.** *Answers will vary. One is: Hulk's alter ego in the comic books is Dr. Bruce Banner, but the television show creators changed his name to David Banner because they didn't want people to think it was a comic book show.*

# **TRIVIA QUESTIONS**

## **The Hulk**

- 1. What is the Hulk's real name?**
- 2. How did the Hulk get his superpowers?**
- 3. Who created the Hulk and when did he first appear?**
- 4. What color was the Hulk in the first issue of the comic?**
- 5. What is the Hulk's former occupation?**
- 6. When does the Hulk's superpowers come out?**
- 7. Who did the creators of the Hulk base the character on?**
- 8. Who is the Hulk's arch-rival?**

# TRIVIA QUESTIONS-ANSWERS

## The Hulk

**1. What is Hulk's real name?**

*Dr. Bruce Banner*

**2. How did the Hulk get his superpowers?**

*Accidental overdose of Gamma Radiation*

**3. Who created the Hulk and when did he first appear?**

*Stan Lee & Jack Kirby/ 1962*

**4. What color was the Hulk in the first issue of the comic?**

*Grey*

**5. What is the Hulk's former occupation?**

*Physicist*

**6. When does the Hulk's superpowers come out?**

*His power is directly related to his emotional stress, especially anger. The madder he gets, the stronger he gets.*

**7. Who did the creators of the Hulk base the character on?**

*Dr. Jekyll & Mr. Hyde and Frankenstein*

**8. Who is the Hulk's arch-rival?**

*The Abomination*

# Create a SUPERHERO & SUPERHEROINE

You can create a superhero or superheroine.

On a separate sheet of paper, answer the following questions:

## WHO ARE YOU?

What's your superhero's name? Describe & draw your emblem & costume. Describe & draw vehicles your hero uses, if any.

## WHAT ARE YOU?

What kind of superhero are you? Do you have superpowers, like Spider-Man, or are you a human being who uses inventions and gadgets, like Batman? Research the different kinds of superheroes. List your superpowers and weaknesses.

## WHO ELSE IS THERE?

Every superhero battles villains, makes friends, falls in love. List the names of your arch enemies, friends & allies, and the loved ones in your character's life.

## HOW DID YOU START?

How did your hero get started? A science experiment gone wrong, or a tragic event that makes you want to fight crime? Describe your origins, secret identity, your hideout, your hero's motivation, and other parts of your hero's story.

## TYPES OF SUPERHEROES

NOTE: This list was adapted from several online sources. Many online forums discuss the types of superheroes. Select one, or mix & match hero types for your project.

**Armored Hero:** A gadgeteer whose powers are derived from a suit of powered armor, e.g. Iron Man, Steel. **Blasters:** A hero whose main power is a distance attack, usually an "energy blast" e.g., Cyclops, Starfire, Static. **Brick/Tank:** A character with a superhuman degree of strength and endurance and usually an oversized, muscular body, such as The Thing or The Hulk. **Elementalist:** A hero who controls some natural element or part of the natural world, e.g., Storm (weather), Polaris (magnetism), the Human Torch (fire). **Gadgeteer:** A hero who invents special equipment that often imitates superpowers, such as Batman. **Magician:** A hero who is trained in the use of magic, or discovers power from an ancient relic. **Martial Artist:** A hero whose physical abilities are mostly human but whose hand-to-hand combat skills are phenomenal. **Mentalist:** A hero who possesses psionic abilities, such as telekinesis, telepathy and extra-sensory perception, for example, Professor X or Jean Grey from X-Men. **Shapeshifter:** A hero who can manipulate his/her own body to suit his/her needs, such as stretching (Mister Fantastic, Plastic Man) or disguise (Changeling, Mystique). **Size changer:** A shapeshifter who can alter his/her size, becoming huge or super-small, like The Atom. **Slasher:** A hero whose main power is some form of hand-to-hand cutting weapon, either devices, such as knives or swords (Zorro), or natural, such as claws (Wolverine). **Speedster:** A hero possessing superhuman speed and reflexes, e.g., The Flash, Quicksilver

# Create a GRAPHIC NOVEL

It takes many people to create a graphic novel. Writers and artists bring their talents together to create an illustrated story. You can work with your classmates to create a graphic novel.

Here's what you need:

- 1. WRITERS** - choose an author or two to write the story. Authors will work with the pencillers to decide narration, dialog, panel divisions, pacing, and descriptions of the art.
- 2. PENCILLERS** - choose artists to draw the panels in pencil. Pencillers will work with the authors to draw exactly what they envision. Pencillers will also work with letterers to provide enough space for the text and sound effects.
- 3. INKERS** - choose artists with a steady hand to outline the panels and important art in them. Inkers will work with the pencillers to decide what needs bold outlines.
- 4. COLORISTS** - choose detail-oriented people to color the inked panels. Colorists have to keep colors consistent throughout the panels. Colorists will work with writers and pencillers to get the correct colors in the panels.
- 5. LETTERERS** - choose someone to insert the narration and dialog into the panels. Letterers work with pencillers to make sure there is enough room for the text. Letterers also work with the writers to make sure the text is in the correct place.
- 6. PRODUCTION MANAGER** - one person will need to oversee the entire project. He or she will coordinate the different team members and make sure they are able to talk to each other. The production manager will also create a schedule and make sure each team member follows it to complete the novel.

# GLOSSARY WORDS

## The Hulk: Big Green Men – 28 terms

**alter ego** - the opposite side of a personality.

**culture** - the customs, arts, and tools of a nation or a people at a certain time.

**deceive** - to make someone believe something untrue.

**despite** - without being stopped by.

**distribution** - the area over which a certain thing is spread.

**electronic** - relating to electronics, which is the study of electrons in motion.

**embodying** - representing in a form you can see.

**fleet** - a group of ships and airplanes under one command.

**gamma radiation** - electromagnetic radiation that cause serious damage to living tissue; also known as gamma rays.

**gamma-spawned** - created by gamma radiation, which is the electromagnetic radiation that cause serious damage to living tissue.

**instincts** - natural knowledge of something.

**integrated** - brought together.

**intense** - strong or very deep.

**invaders** - people who enter to capture or attack.

**invasion** - the act of entering by force or as an enemy to attack.

**mission** - an assigned task or job.

**organization** - people grouped together for a certain purpose.

**personified** - to represent as a person.

**portal** - a large, important door or gate.

**priority** - something most important.

**puny** - less in power, size, or importance; weak.

**residence** - the place where one lives for an extended period.

**retrieve** - to locate and bring in.

**runt** - an unusually small person or animal.

**sedated** - drugged.

**stress** - mental or physical strain.

**stressful** - full of stress, which is a mental or physical strain.

**unaccounted** - not accounted or explained.



# Glossary Words

## The Hulk: Bugs – 28 terms

**absorb** - to take in.

**adrenaline** - a hormone that increases heart rate in reaction to stress or fear.

**alter ego** - the opposite side of a personality.

**amplifier** - a device for increasing the strength of electronic signals.

**caffeine** - a drug found in coffee, tea, chocolate, and soft drinks that helps keep a person alert.

**calculations** - the process of planning by careful thought.

**destruction** - the state of being destroyed.

**disastrous** - causing much damage and suffering.

**doctorates** - degrees given to students who graduate from a school of medicine, dentistry, or veterinary science.

**edgy** - tense or easily upset.

**effectiveness** - the degree to which something is effective, or able to bring about a desired effect.

**gamma radiation** - electromagnetic radiation that cause serious damage to living tissue; also known as gamma rays.

**gamma-spawned** - created by gamma radiation, which is the electromagnetic radiation that cause serious damage to living tissue.

**harassing** - bothering or annoying.

**inspiring** - encouraging or uplifting.

**intention** - a plan.

**lectures** - talks given in front of a large group of people.

**massive** - very large; huge.

**misgivings** - feelings of doubt or suspicion.

**monstrous** - large or frightening.

**premise** - a statement that helps support a conclusion.

**puny** - less in power, size, or importance; weak.

**refine** - to improve.

**repellent** - something that keeps away pests, such as bugs.

**retrace** - to go back over again.

**super-pesticide** - a powerful pesticide, which is a substance used to kill insects or other pests that are harmful to crops.

**theory** - an opinion or a believed reason.

**world-renowned** - known around the world.

# Glossary Words

## The Hulk: Cowboys and Robots – 21 terms

**adamant** - keeping to an opinion.

**amplification** - the act of increasing the strength of something.

**complex** - having many parts, details, ideas, or functions.

**complication** - something that causes difficulty.

**conversation** - talk between people.

**critical** - very important, especially because of danger or difficulty.

**data** - facts about something.

**diverted** - turned the attention away from something.

**embodying** - representing in a form you can see.

**gamma radiation** - electromagnetic radiation that cause serious damage to living tissue; also known as gamma rays.

**grafting** - moving a section of skin or bone to a new place on the body to grow there.

**hazy** - confused; not clear.

**intense** - strong or very deep.

**liquefy** - to turn into liquid.

**mechanic** - a person who works with his or her hands to fix machines.

**obsessed** - had a continued, disturbing need to think about an object, idea, or feeling.

**organization** - people grouped together for a special purpose.

**replacement** - an exchange or switch.

**reunion** - a gathering of members of a group who have been separated.

**status** - a person's position or rank in relation to others.

**transport** - a ship or plane to carry people and things from one place to another.

# Glossary Words

## The Hulk: The Abomination! – 35 terms

**abomination** - something disgusting and hated.

**alter ego** - the opposite side of a personality.

**containment** - the state of having within.

**destination** - the place to which a person or thing is going.

**destruction** - the state of being destroyed.

**development** - growth or progress.

**disturbing** - interfering or interrupting.

**embodying** - representing in a form you can see.

**endangering** - putting into danger.

**ethical** - morally right. Something unethical is morally wrong.

**evacuate** - to leave or be removed from a place, especially for protection.

**exposure** - the condition of being unprotected or uncovered.

**footage** - movie or television scenes.

**gamma-irradiated** - affected by gamma radiation, which is the electromagnetic radiation that cause serious damage to living tissue.

**gamma-spawned** - created by gamma radiation, which is the electromagnetic radiation that cause serious damage to living tissue.

**hypothesis** - an educated guess.

**impressed** - to be surprised, in a good way, by something someone has done.

**innocent** - free from guilt or blame.

**intense** - strong or very deep.

**massive** - very large; huge.

**moronic** - very stupid.

**obvious** - easily seen or understood; clear.

**personality** - the set of feelings and behaviors that make a person different from other people.

**programming** - the planning and setting up of television shows.

**psyches** - souls; minds.

**radiation** - the transfer of heat through matter or space in the form of waves or particles.

**rampaging** - acting wildly with anger.

**replicate** - making a copy of something.

**rumor** - a statement passed from person to person that has not been proved true.

**scheduled** - made a list of times for events or meetings.

**succeed** - to accomplish a goal.

**ultimate** - most important.

**updated** - brought up to date.

**version** - a description from a certain point of view.

**whim** - a sudden wish or idea.

# VOCABULARY MATCHING

## The Hulk: Big Green Men

Directions: Match the words to their definitions.

alter ego \_\_\_\_\_

1) to locate and bring in

invasion \_\_\_\_\_

2) representing in a form you can see

puny \_\_\_\_\_

3) the opposite side of a personality

embodying \_\_\_\_\_

4) an unusually small person or animal

runt \_\_\_\_\_

5) the act of entering by force or as an enemy to attack

retrieve \_\_\_\_\_

6) less in power, size, or importance; weak

Find a sentence in the book that contains one of the words from above. Write the sentence.

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# VOCABULARY MATCHING

## The Hulk: Bugs

Directions: Match the words to their definitions.

inspiring \_\_\_\_\_

1) very large; huge

repellent \_\_\_\_\_

2) known around the world

retrace \_\_\_\_\_

3) to improve

massive \_\_\_\_\_

4) something that keeps away pests,  
such as bugs

refine \_\_\_\_\_

5) to go back over again

world-renowned  
\_\_\_\_\_

6) encouraging or uplifting

Find a sentence in the book that contains one of the words from above. Write the sentence.

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# VOCABULARY MATCHING

## The Hulk: Cowboys and Robots

Directions: Match the words to their definitions.

status \_\_\_\_\_

1) confused; not clear

replacement \_\_\_\_\_

2) having many parts, details, ideas, or functions

conversation \_\_\_\_\_

3) a person's position or rank in relation to others

complex \_\_\_\_\_

4) something that causes difficulty

hazy \_\_\_\_\_

5) talk between people

complication \_\_\_\_\_

6) an exchange or switch

Find a sentence in the book that contains one of the words from above. Write the sentence.

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# VOCABULARY MATCHING

## The Hulk: The Abomination!

Directions: Match the words to their definitions.

succeed \_\_\_\_\_ 1) easily seen or understood; clear

whim \_\_\_\_\_ 2) to accomplish a goal

abomination \_\_\_\_\_ 3) interfering or interrupting

obvious \_\_\_\_\_ 4) free from guilt or blame

disturbing \_\_\_\_\_ 5) something disgusting and hated

innocent \_\_\_\_\_ 6) a sudden wish or idea

Find a sentence in the book that contains one of the words from above. Write the sentence.

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# VOCABULARY MATCHING-ANSWERS

## The Hulk

### Big Green Men

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3

5

6

2

4

1

### Cowboys and Robots

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4

### Bugs

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6

4

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1

3

2

### The Abomination!

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2

6

5

1

3

4



# VOCABULARY WORDS

## The Hulk: Big Green Men

Directions: Write the definitions to the vocabulary words below.

**invaders**

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**portal**

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**deceive**

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**priority**

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**intense**

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# VOCABULARY WORDS

## The Hulk: Bugs

Directions: Write the definitions to the vocabulary words below.

**calculations**

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**monstrous**

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**adrenaline**

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**harassing**

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**theory**

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# VOCABULARY WORDS

## The Hulk: Cowboys and Robots

Directions: Write the definitions to the vocabulary words below.

**liquefy**

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**conversation**

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**data**

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**mechanic**

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**status**

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# VOCABULARY WORDS

## The Hulk: The Abomination!

Directions: Write the definitions to the vocabulary words below.

**arachnid**

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**hierarchy**

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**infantry**

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**prototypes**

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**inverse**

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# VOCABULARY WORDS-ANSWERS

## The Hulk

### The Hulk: Big Green Men

**invaders** – people who enter to capture or attack.

**portal** – a large, important door or gate.

**deceive** – to make someone believe something untrue.

**priority** – something most important.

**intense** – strong or very deep.

### The Hulk: Big Green Men

**calculations** – the process of planning by careful thought.

**monstrous** – large or frightening.

**adrenaline** – a hormone that increases heart rate in reaction to stress or fear.

**harassing** – bothering or annoying.

**theory** – an opinion or a believed reason.

### The Hulk: Big Green Men

**liquefy** – to turn into liquid.

**conversation** – talk between people.

**data** – facts about something.

**mechanic** – a person who works with his or her hands to fix machines.

**status** – a person's position or rank in relation to others.

### The Hulk: The Abomination!

**footage** – movie or television scenes.

**personality** – the set of feelings and behaviors that make a person different from other people.

**rumor** – a statement passed from person to person that has not been proved true.

**succeed** – to accomplish a goal.

**evacuate** – to leave or be removed from a place, especially for protection.