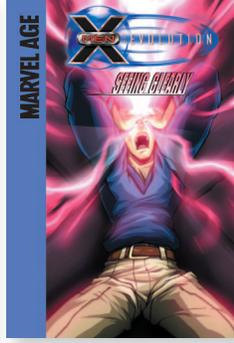
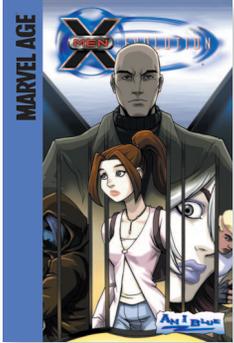


READING is a SUPERPOWER with Spotlight graphic novels & comic books!



X-MEN: EVOLUTION

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 X-Men. Pages 3-4 provide teachers with the answer key.
- Trivia Questions – Use the handout provided on page 5 to have students work independently, with a partner, or in a small group to research the trivia questions. Page 6 provides teachers with the answer key.

CREATIVE WRITING PROJECTS

- Create a Mutant – Use the handout from page 7 to provide students the questions to answer in order to create the background information on their own mutant character.
- Create a Graphic Novel – Use the handout from page 8 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 9-13. Please use as you like.
- Vocabulary Matching – Use the handouts on page 14-17 as games for students to match words to definitions. Answer sheet is on page 18.
- Vocabulary Words – Use the sheets on pages 19-22 to have students research and become comfortable using a dictionary to find the definitions of words. An answer sheet is on page 23.

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

X-Men

Directions: Choose one of the characters below and use the Internet to find the information and fill out the character graph.

Special Power(s):

Storm
Wolverine
Beast
Cyclops
Marvel Girl
Kitty Pryde
Professor X

Appearance
(What does their
costume look like?):

CHARACTER NAME:

ALTER EGO:

How did the
mutant 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

X-Men

CHARACTER NAME: Storm

ALTER EGO: Ororo Munroe

SPECIAL POWER(S): She can control the weather.

APPEARANCE (WHAT DOES THEIR COSTUME LOOK LIKE?): White hair, cape, and yellow and blue X-Men uniform

HOW DID THE MUTANT GET THEIR POWER? She trekked through the desert for thousands of miles and almost died. Soon after, she gained the ability to control the weather.

WHO CREATED THE CHARACTER AND WHEN DID IT FIRST APPEAR? Len Wein/Dave Cockrum - 1975

WRITE ANY OTHER INTERESTING INFORMATION ABOUT THE CHARACTER. Answers will vary

CHARACTER NAME: Wolverine

ALTER EGO: James Howlett

SPECIAL POWER(S): He has animal-keen senses, enhanced physical abilities and senses, special healing powers, and retractable bone claws.

APPEARANCE (WHAT DOES THEIR COSTUME LOOK LIKE?): Yellow and blue X-Men uniform. He also has six retractable bone claws

HOW DID THE MUTANT GET THEIR POWER? His latent mutant abilities were triggered after seeing his father shot and killed

WHO CREATED THE CHARACTER AND WHEN DID IT FIRST APPEAR? Len Wein/John Romita Sr./Herb Trimpe - 1974

WRITE ANY OTHER INTERESTING INFORMATION ABOUT THE CHARACTER. Answers will vary

CHARACTER NAME: Beast

ALTER EGO: Henry "Hank" P. McCoy

SPECIAL POWER(S): Superhuman agility, strength, endurance, and speed

APPEARANCE (WHAT DOES THEIR COSTUME LOOK LIKE?): Yellow and blue X-Men uniform. He also has fangs, pointed ears, and blue fur.

HOW DID THE MUTANT GET THEIR POWER? His latent mutant abilities were passed along genetically by his father, Norton McCoy who was exposed to massive amounts of radiation while working at a nuclear power plant.

WHO CREATED THE CHARACTER AND WHEN DID IT FIRST APPEAR? Stan Lee/Jack Kirby - 1963

WRITE ANY OTHER INTERESTING INFORMATION ABOUT THE CHARACTER. Answers will vary

CHARACTER NAME: Cyclops

ALTER EGO: Scott Summers

SPECIAL POWER(S): The ability to project a beam of heatless ruby-colored force from his eyes, absorbs energy from the environment to open space between dimensions

APPEARANCE (WHAT DOES THEIR COSTUME LOOK LIKE?): Yellow and blue X-Men uniform with a unique ruby quartz battle visor with a lens that runs from eye-to-eye giving him a one-eyed appearance.

HOW DID THE MUTANT GET THEIR POWER? His latent mutant abilities were triggered after hitting his head after a plane crash. The bump caused headaches, which could only be corrected by ruby quartz lenses.

WHO CREATED THE CHARACTER AND WHEN DID IT FIRST APPEAR? Stan Lee/Jack Kirby - 1963

WRITE ANY OTHER INTERESTING INFORMATION ABOUT THE CHARACTER. Answers will vary

CHARACTER RESEARCH-CHARACTER GRAPH ANSWERS

X-Men (Cont.)

CHARACTER NAME: *Marvel Girl*

ALTER EGO: *Jean Grey-Summers*

SPECIAL POWER(S): *Telepathic and telekinetic*

APPEARANCE (WHAT DOES THEIR COSTUME LOOK LIKE?): *Yellow and blue X-Men uniform*

HOW DID THE MUTANT GET THEIR POWER? *Her mutant abilities were triggered after dealing with the emotions of a dying friend.*

WHO CREATED THE CHARACTER AND WHEN DID IT FIRST APPEAR? *Stan Lee/Jack Kirby - 1963*

WRITE ANY OTHER INTERESTING INFORMATION ABOUT THE CHARACTER. *Answers will vary*

CHARACTER NAME: *Kitty Pryde*

ALTER EGO: *Katherine "Kitty" Pryde*

SPECIAL POWER(S): *She can "phase" through solid matter by shifting her atoms.*

APPEARANCE (WHAT DOES THEIR COSTUME LOOK LIKE?): *Yellow and blue X-Men uniform.*

HOW DID THE MUTANT GET THEIR POWER? *Her mutant abilities were triggered by a headache*

WHO CREATED THE CHARACTER AND WHEN DID IT FIRST APPEAR? *John Byrne - 1980*

WRITE ANY OTHER INTERESTING INFORMATION ABOUT THE CHARACTER. *Answers will vary.*

CHARACTER NAME: *Professor X*

ALTER EGO: *Charles Francis Xavier*

SPECIAL POWER(S): *He is the world's most powerful telepath, he can read minds and project his own thoughts into the minds of others within a radius of about 250 miles. He can also cause mental and physical paralysis and memory loss.*

APPEARANCE (WHAT DOES THEIR COSTUME LOOK LIKE?): *He is bald and confined to a wheelchair.*

HOW DID THE MUTANT GET THEIR POWER? *His mutant abilities were triggered after seeing his father beat his stepbrother.*

WHO CREATED THE CHARACTER AND WHEN DID IT FIRST APPEAR? *Stan Lee/Jack Kirby - 1963*

WRITE ANY OTHER INTERESTING INFORMATION ABOUT THE CHARACTER. *Answers will vary.*

TRIVIA QUESTIONS

X-Men

- 1. What year did the X-men first appear with their own comic?**
- 2. What is the name of the X-men's plane?**
- 3. Who created the X-men?**
- 4. List the five original X-men.**
- 5. What mutant formed the X-men?**
- 6. Who is the X-men's archenemy?**
- 7. Who was the very first member of the X-men?**
- 8. List five other heroes who were part of the X-men team over the years.**

TRIVIA QUESTIONS-ANSWERS

X-Men

1. What year did the X-men first appear with their own comic?

1963

2. What is the name of the X-men's plane?

Blackbird

3. Who created the X-men?

Stan Lee & Jack Kirby

4. List the five original X-men.

Angel, Beast, Cyclops, Iceman, and Marvel Girl

5. What mutant formed the X-men?

Professor X (Professor Charles Xavier)

6. Who is the X-men's archenemy?

Magento

7. Who was the very first member of the X-men?

Marvel Girl

8. List five other heroes who were part of the X-men team over the years.

Many possible answers

Create a Mutant

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

WHO ARE YOU?

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

WHAT ARE YOU?

What kind of mutant are you? Do you have superpowers, like Spider-Man, or mental abilities like Professor X? Research the different kinds of mutants. List your powers 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 mutant get started? A science experiment gone wrong, or a tragic event that triggers your abilities? 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. **Blaster:** 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. **Mage:** 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

X-Men: Evolution - Am I Blue – 44 terms

- ability** - the power to do something.
- achieved** - successfully accomplished.
- acrobat** - a person who is skilled at stunts such as jumping, tumbling, and swinging from things.
- agile** - moving quickly with grace.
- amazing** - something that causes wonder or great surprise.
- anticipate** - to deal with in advance.
- assignments** - something given as a job.
- available** - possible to get, have, or use.
- civilian** - of or relating to something nonmilitary.
- civvies** - a slang word meaning civilian, or nonmilitary, clothes.
- combat** - a war or a fight.
- competent** - qualified or able to do something.
- confident** - sure of oneself.
- coordination** - the working together to accomplish a goal. This can also mean the balance needed for sports.
- deliberately** - done or said on purpose.
- disturbances** - interferences or interruptions.
- dropouts** - people who have dropped out, or quit, school.
- essay** - a usually short piece of writing about a certain subject.
- evaded** - slipped away or escaped.
- evolution** - the gradual development of something.
- express** - to make known by explaining.
- feisty** - touchy or ready to argue.
- firefight** - a short but intense exchange of fire between enemy militaries.
- freak** - a strange or unusual person.
- freshmen** - students in the first year of high school, college, or university.
- global** - having to do with the whole earth.
- identities** - who or what people or things are.
- image inducer** - a device that disguises, or hides, the user.
- insult** - to treat someone offensively.
- intimidated** - filled with fear.
- mascot** - a person, animal, or thing that is thought to bring good luck.
- mention** - to speak of quickly or to talk about shortly.
- mission** - an assigned task or job.
- moron** - a stupid person.
- mutant** - a being whose genes have mutated, or suddenly changed.
- neutralized** - counteracted or made ineffective.
- precisely** - exactly.
- psychic** - sensitive to forces from beyond the natural world.
- serum** - a drug.
- sophomore** - a student in his or her second year of high school, college, or university.
- spastic** - a slang word that means out of control.
- technically** - done by laws or rules.
- transition** - changing from one condition, thing, place, or subject to another.
- yoga** - a form of both mental and physical exercise to support well-being.

Glossary Words

X-Men: Evolution - Hearing Things – 51 terms

ability - the power to do something.

alchemy - the study of changing one thing into another, such as making gold from different metals or a cure for all sickness.

alumni - graduates of a school.

apologize - to say that one is sorry.

arch-nemesis - the enemy of a main character in a story.

attuned - brought into harmony with; connected to.

bruised - to have a black-and-blue mark on the skin after an accident.

burden - something that is hard to live with.

cafeteria - a restaurant where customers choose their food along a counter and carry it to their table.

civilian - of or relating to something nonmilitary.

convective - able to transfer heat.

dangerous - likely to cause harm; not safe.

depressed - sad or withdrawn.

disgusting - causing strong feelings of dislike.

disrupt - to throw into disorder.

distractions - anything that causes a person to lose focus or direction.

endangering - putting into danger.

enrollment - the act of registering, especially in order to attend a school.

evaporating - changing from a liquid or a solid into a vapor.

eventually - finally; after a while.

evolution - the gradual development of something.

exaggerating - making something seem beyond what is actually true.

filter - to go through or to be removed.

freak - a strange or unusual person.

geometry - a branch of mathematics that deals with lines, angles, surfaces, and solids.

hydrologic cycle - the natural way that water passes from vapor to rain or snow and back to vapor again; also called the water cycle.

identities - who or what people or things are.

incredible - unbelievable; very unusual or special.

institute - a place for study, such as a school, especially for a special field.

interceptions - the acts of stopping a person or thing on its course.

modulate - to adjust to the proper amount; to tone down.

mutant - a being whose genes have mutated, or suddenly changed.

nerve - spirit, strength, or patience.

notably - deserving notice.

overwhelmed - defeated or weakened.

perspective - a way of looking at something.

petition - a written request to ask an official for something.

phony - a person or thing that is not real.

precipitation - moisture such as rain, hail, or snow that falls to Earth.

psychic - sensitive to forces from beyond the natural world.

random - showing no clear plan or pattern.

ruby - a stone of a deep red color.

schedule - a list of times for events or meetings.

soothing - bringing about comfort or relief.

stimuli - something that causes action.

technically - done by laws or rules.

undue - not necessary; too much.

villain - an evil person.

ware - items for sale.

wield - to handle or use.

Glossary Words

X-Men: Evolution - Lines in the Sand – 64 terms

ability - the power to do something.

alley - a narrow street between buildings.

ally - a person, a group, or a nation joined for a common cause.

alumni - graduates of a school.

amazing - something that causes wonder or great surprise.

arch-nemesis - the enemy of a main character in a story.

astral - of or relating to the stars.

australopithecus - a group of humanlike creatures that lived in Africa from about 4 million to 1 million years ago.

behalf - in the interest of.

chemistry - the science of studying substances, including what they are made of and how they react together.

chronic - when something occurs often or for a very long time.

civilian - of or relating to something nonmilitary.

combat - a war or a fight.

congratulations - used to show happiness and pleasure when a good thing happens to someone.

contagious - spreading easily from one person to another.

counterpoint - combination of two or more parts that stay in harmony and keep their own identities.

crucial - very important.

cusp - point or verge.

custody - the condition of being arrested or held by the police.

description - the act of using words to give a picture of something.

discuss - to talk together about.

disrupt - to throw into disorder.

eccentric - not behaving or thinking in a normal way; odd.

emergence - the act of coming out; leaving.

evident - easy to see or understand.

evolution - the gradual development of something.

extreme - very great in degree.

factions - groups acting together within a larger group.

footage - movie or television scenes.

freak - a strange or unusual person.

future - time that has yet to come.

genetic - of or relating to a branch of biology that deals with inherited features.

heralds - those that come before others.

homo erectus - an early form of human being that lived from about 1,900,000 to 400,000 years ago.

homo habilis - an early form of human being that lived in Africa from about 1,900,000 to 1,700,000 years ago.

homo sapien - the species of modern people.

homo superior - another word for superhuman, which is someone beyond natural human power, size, or ability.

identities - who or what people or things are.

ideologies - beliefs, ideas, and attitudes held by members of a group.

inclined - drawn to an opinion or course of action.

inevitable - sure to happen.

intolerance - the state of being not willing to have equality, freedom, and other social rights.

isolated - set apart from others.

lecture - a talk given in front of a large group of people.

legal - relating to the law.

GLOSSARY WORDS: X-Men: Evolution - Lines in the Sand - 64 terms

Continued...

manipulate - to treat or operate in a skillful way.

missiles - weapons that are thrown or projected to hit targets.

mutant - a being whose genes have mutated, or suddenly changed.

mutation - the act of suddenly changing the genes of a human, a plant, or an animal.

neanderthal - a prehistoric human being who lived in Europe and Central Asia from about 150,000 to 35,000 years ago.

notably - deserving notice.

persecute - to harass or punish.

predisposed - naturally drawn to an opinion or course of action.

scheme - a regular or organized plan or pattern.

sequence - a continued or connected series.

surmised - guessed based on evidence.

symbolic - representing something else.

technically - done by laws or rules.

telepath - someone who has the ability to speak and connect through only the mind.

theory - an opinion or a believed reason.

unique - being the only one of its kind.

vanity - the state of being proud of one's looks or abilities.

verified - proved to be true.

violence - actions that are meant to cause harm.

Glossary Words

X-Men: Evolution - Seeing Clearly – 47 terms

- ability** - the power to do something.
- alumni** - graduates of a school.
- amazing** - something that causes wonder or great surprise.
- analyze** - to find out the meaning of something by breaking down its parts.
- appreciate** - to be grateful for.
- arch-nemesis** - the enemy of a main character in a story.
- bomb** - a weapon that is used to blow objects apart.
- certified** - guaranteed as true; valid.
- civilian** - of or relating to something nonmilitary.
- concussive** - related to a sharp, sudden shaking or blow.
- cosmetic** - related to efforts to make something look better.
- custody** - the condition of being arrested or held by the police.
- damages** - injury or harm done.
- design** - to make or draw plans for a certain goal.
- disposition** - mood or inclination.
- disrupt** - to throw into disorder.
- diversity** - the condition of being different.
- embittered** - caused a bitter feeling in.
- evolve** - to gradually develop.
- exceptional** - better than normal.
- extraordinary** - very unusual; special.
- foyer** - a hallway for entrance in a building.
- freak** - a strange or unusual person.
- future** - time that has yet to come.
- genetic** - of or relating to a branch of biology that deals with inherited features.
- headmaster** - the male leader of a private school.
- impression** - a belief or feeling that is created.
- influenced** - had the power or ability to produce an effect on others.
- lethal** - able to cause death.
- manipulatively** - treating or operating something in a skillful way.
- material** - the parts that something is made of.
- mutant** - a being whose genes have mutated, or suddenly changed.
- notably** - deserving notice.
- optometrist** - an eye doctor.
- orphanage** - a home for children who have no parents.
- peripheral vision** - the ability to see objects and movement outside the direct line of vision.
- pollyanna** - a person who is always or foolishly hopeful. It is taken from a classic children's novel.
- primarily** - mostly.
- quarantined** - isolated.
- release** - to let go.
- remarkable** - worthy of being noticed, especially as being uncommon.
- ridiculously** - done in a silly or foolish way.
- ruby** - a stone of a deep red color.
- shun** - to avoid someone because of dislike, distrust, or caution.
- terrific** - very great.
- unintentionally** - not done on purpose.
- visor** - a part that sticks out from a hat or a headband that protects or shades the eyes.

VOCABULARY MATCHING

X-Men: Evolution - Am I Blue

Directions: Match the words to their definitions.

agile _____

1) having to do with the whole earth

evaded _____

2) sensitive to forces from beyond the natural world

feisty _____

3) moving quickly with grace

psychic _____

4) changing from one condition, thing, place, or subject to another

global _____

5) slipped away or escaped

transition _____

6) touchy or ready to argue

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

VOCABULARY MATCHING

X-Men: Evolution - Hearing Things

Directions: Match the words to their definitions.

evaporating _____

1) a written request to ask an official for something

petition _____

2) something that causes action

stimuli _____

3) to go through or to be removed

phony _____

4) showing no clear plan or pattern

random _____

5) changing from a liquid or a solid into a vapor

filter _____

5) a person or thing that is not real

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

VOCABULARY MATCHING

X-Men: Evolution - Lines in the Sand

Directions: Match the words to their definitions.

alley _____

1) to treat or operate in a skillful way

isolated _____

2) proved to be true

avert _____

3) set apart from others

scheme _____

4) a narrow street between buildings

telepath _____

5) a regular or organized plan or pattern

verified _____

6) someone who has the ability to speak and connect through only the mind

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

VOCABULARY MATCHING

X-Men: Evolution - Seeing Clearly

Directions: Match the words to their definitions.

appreciate _____

1) to avoid someone because of dislike, distrust, or caution

foyer _____

2) deserving notice

release _____

3) a home for children who have no parents

notably _____

4) to be grateful for

orphanage _____

5) a hallway for entrance in a building

shun _____

6) to let go

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

VOCABULARY MATCHING-ANSWERS

X-Men: Evolution

Am I Blue

3
5
6
2
1
4

Hearing Things

5
1
2
6
4
3

Lines in the Sand

4
3
5
1
6
2

Seeing Clearly

4
5
6
2
3
1

VOCABULARY WORDS

X-Men: Evolution - Am I Blue

Directions: Write the definitions to the vocabulary words below.

combat

essay

freshman

mascot

civilian

VOCABULARY WORDS
X-Men: Evolution - Hearing Things

Directions: Write the definitions to the vocabulary words below.

alumni

disrupt

evolution

perspective

ruby

VOCABULARY WORDS

X-Men: Evolution - Lines in the Sand

Directions: Write the definitions to the vocabulary words below.

astral

chronic

missiles

inevitable

footage

VOCABULARY WORDS

X-Men: Evolution - Seeing Clearly

Directions: Write the definitions to the vocabulary words below.

lethal

exceptional

peripheral vision

analyze

visor

VOCABULARY WORDS-ANSWERS

X-Men

X-Men: Evolution - Am I Blue

combat - a war or a fight.

essay - a usually short piece of writing about a certain subject.

freshmen - students in the first year of high school, college, or university.

mascot - a person, animal, or thing that is thought to bring good luck.

civilian - of or relating to something nonmilitary.

X-Men: Evolution - Hearing Things

alumni - graduates of a school.

disrupt - to throw into disorder.

evolution - the gradual development of something.

perspective - a way of looking at something.

ruby - a stone of a deep red color.

X-Men: Evolution - Lines in the Sand

astral - of or relating to the stars.

chronic - when something occurs often or for a very long time.

missiles - weapons that are thrown or projected to hit targets.

inevitable - sure to happen.

footage - movie or television scenes.

X-Men: Evolution - Seeing Clearly

lethal - able to cause death.

exceptional - better than normal.

peripheral vision - the ability to see objects and movement outside the direct line of vision.

analyze - to find out the meaning of something by breaking down its parts.

visor - a part that sticks out from a hat or a headband that protects or shades the eyes.