

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



X-MEN: FIRST CLASS

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 9-15. Please use as you like.
- Vocabulary Matching – Use the handouts on page 16-19 as games for students to match words to definitions. Answer sheet is on page 20.
- Vocabulary Words – Use the sheets on pages 21-24 to have students research and become comfortable using a dictionary to find the definitions of words. An answer sheet is on page 25.

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. **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. **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: First Class - The Bird, the Beast and the Lizard – 59 terms

- ability** - the power to do something.
- access** - permission to enter or use.
- banish** - to drive out or officially be required to leave a country.
- bestowed** - to present as a gift.
- broadcaster** - a person who speaks on radio or television.
- defeat** - to win a victory over.
- defend** - to guard, especially from attack.
- demon** - an evil spirit.
- design** - to make or draw plans for a certain goal.
- details** - small items.
- dimension** - a separate world from the current one.
- dubbed** - made a knight.
- eliminate** - to remove or get rid of.
- environment** - all the surroundings that affect the growth and well-being of a living thing.
- exemplar** - a model or example to be copied.
- exploit** - to use for one's advantage.
- external** - of, relating to, or being on the outside.
- fissure** - an opening or crack.
- formidable** - impressive or fearsome.
- forte** - one's strong point.
- gem** - valuable stone cut and polished for decoration, such as jewelry.
- hallucination** - an experience that does not exist outside the mind, usually caused by a physical or mental disorder.
- imprison** - to put in or as if in prison.
- insane** - having an illness of the mind; acting foolish, or silly.
- intrusion** - the act of entering without being asked or wanted.
- investigating** - learning about something.
- malevolence** - having ill will or hatred.
- manipulate** - to treat or operate in a skillful way.
- mission** - an assigned task or job.
- mutant** - a being whose genes have mutated, or suddenly changed.
- occult** - not revealed or a secret.
- perspective** - a way of looking at something.
- portal** - a door, gate, or entrance.
- psychic** - sensitive to forces from beyond the natural world.
- realm** - a kingdom.
- recruiting** - finding new members for a group or activity.
- replicate** - to repeat or duplicate.
- residual** - remaining.
- restore** - to bring back.
- rift** - an opening or breaking apart.
- ritual** - a form or order to a ceremony.
- rubble** - pieces of broken rock or building.
- ruby** - a stone of a deep red color.
- sanctum** - a sacred place.
- sentinels** - guards.
- spectrum** - a broad range of ideas or objects that are related.
- tainted** - not pure; dishonest or improper.

GLOSSARY WORDS: X-Men: First Class - The Bird, the Beast and the Lizard - 59 terms
Continued...

manipulate - to treat or operate in a skillful way.

tangible - capable of being felt.

threat - to say that one will harm or punish.

transpired - something that happened.

version - a particular explanation of something, as from one person or source.

victorious - to win.

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

Glossary Words

X-Men: First Class - A Life of the Mind – 48 terms

- ability** - the power to do something.
- automated** - can move or work by itself.
- avenge** - to punish someone for the wrongs done to another person.
- bizarre** - very strange or out of the ordinary.
- chaotic** - of or relating to a state of total confusion.
- coincidence** - things that happen at the same time by accident by seem to have a connection.
- condensed milk** - whole milk that is thickened and has sugar added.
- consciousness** - being aware.
- contain** - to have within.
- degree** - a title given by a college to its students for completing their studies.
- destructive** - causing much damage.
- dubbed** - made a knight.
- focus** - to direct one's attention to something.
- future** - time that has yet to come.
- geezers** - strange old men.
- homo superior** - another word for superhuman, which is someone beyond natural human power, size, or ability.
- hunch** - to have a suspicion about something.
- investigating** - learning about something.
- literal** - true to fact.
- loyal** - faithful.
- maneuver** - to make changes in direction and position for a specific purpose.
- mankind** - the human race.
- mansion** - a large house.
- mental** - related to the mind.
- microphone** - a device used to transmit or record sound. It changes sound waves into electrical energy.
- mission** - a goal.
- mutant** - a being whose genes have mutated, or suddenly changed.
- override** - to dominate over another action.
- passengers** - the people who are not driving but travel in a car, boat, or other vehicle.
- perceive** - to become aware of through the senses.
- physical** - of or relating to the body.
- prank** - a teasing trick.
- prototype** - a new type of design or construction.
- psyche** - personality or mind.
- reality** - a person, thing, or event that is real.
- reboot** - to shut down and restart.
- recommend** - to suggest.
- recruiting** - finding new members for a group or activity.
- reliable** - dependable.
- reverse** - to opposite of something.
- sentinels** - guards.
- simulate** - to imitate.
- subconscious** - mental activities not in consciousness.
- tactic** - a plan to achieve a certain end or result.
- target** - a goal to be achieved, a mark to shoot at.
- theory** - an opinion or a believed reason.
- thermostat** - a device that controls the temperature.
- threat** - to say that one will harm or punish.

Glossary Words

X-Men: First Class - Seeing Red – 53 terms

- ability** - the power to do something.
- access** - permission to enter or use.
- banish** - to drive out or officially be required to leave a country.
- bestowed** - to present as a gift.
- broadcaster** - a person who speaks on radio or television.
- defeat** - to win a victory over.
- defend** - to guard, especially from attack.
- demon** - an evil spirit.
- design** - to make or draw plans for a certain goal.
- details** - small items.
- dimension** - a separate world from the current one.
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- exemplar** - a model or example to be copied.
- exploit** - to use for one's advantage.
- external** - of, relating to, or being on the outside.
- fissure** - an opening or crack.
- formidable** - impressive or fearsome.
- forte** - one's strong point.
- gem** - valuable stone cut and polished for decoration, such as jewelry.
- hallucination** - an experience that does not exist outside the mind, usually caused by a physical or mental disorder.
- imprison** - to put in or as if in prison.
- insane** - having an illness of the mind; acting foolish, or silly.
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- occult** - not revealed or a secret.
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- residual** - remaining.
- restore** - to bring back.
- rift** - an opening or breaking apart.
- ritual** - a form or order to a ceremony.
- rubble** - pieces of broken rock or building.
- ruby** - a stone of a deep red color.
- sanctum** - a sacred place.
- sentinels** - guards.
- spectrum** - a broad range of ideas or objects that are related.
- tainted** - not pure; dishonest or improper.
- tangible** - capable of being felt.

GLOSSARY WORDS: X-Men: First Class - Seeing Red - 53 terms
Continued...

manipulate - to treat or operate in a skillful way.

threat - to say that one will harm or punish.

transpired - something that happened.

version - a particular explanation of something, as from one person or source.

victorious - to win.

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

Glossary Words

X-Men: First Class - X-Men 101 – 77 terms

- ability** - the power to do something.
- alien** - a being that comes from or lives in another world.
- amplifies** - increases the strength of electronic signals.
- apparel** - clothing.
- bizarre** - very strange or out of the ordinary.
- botanical gardens** - gardens where plants are grown mainly for scientific, educational, or artistic reasons.
- burden** - something that is hard to live with.
- bystanders** - people standing nearby but not taking part in something that is happening.
- campus** - the grounds and buildings of a school.
- cerebro** - a computer device that teaches classes to the X-Men.
- chamber** - a room.
- chartered** - rented for temporary use.
- coincidence** - things that happen at the same time by accident but seem to have a connection.
- competition** - a contest between two or more persons or groups.
- conceited** - thinking too proudly of oneself.
- conglomerate** - group of something.
- cycles** - groups of actions repeated in the same order.
- damage** - to break.
- deduce** - to draw a conclusion by reasoning.
- defense** - the act of resisting attack.
- despite** - without being stopped by.
- destructive** - causing much damage.
- determine** - to make up one's mind very firmly.
- disrespect** - lack of respect or courtesy.
- disturbance** - something that interferes with or interrupts.
- dubbed** - made a knight.
- embarrassing** - causing shame or making uncomfortable.
- engage** - to keep focused on.
- entity** - something existing or thought of as existing as a separate thing.
- equipment** - the supplies needed for an activity.
- evidence** - something that has proof.
- evolution** - the gradual development of something.
- exceptional** - better than normal.
- expressing** - showing or making known by explaining.
- flora** - plants or plant life.
- focus** - to direct one's attention to something.
- freak** - a strange or unusual person.
- frontal lobe** - the front area in the brain of humans and other mammals.
- future** - time that has yet to come.
- harsh** - mean or strict.
- homo superior** - another word for superhuman, which is someone beyond natural human power, size, or ability.
- hypothermia** - the lowering of body temperature to a very low and dangerous level.
- ice floe** - a flat piece of floating ice.
- incredible** - hard or impossible to believe.
- information** - knowledge obtained from learning or studying something.
- infuriating** - making very angry.
- integrated** - united, or brought, into a larger unit.
- investigating** - learning about something.

GLOSSARY WORDS: X-Men: First Class - X-Men 101 - 77 terms

Continued...

manipulate - to treat or operate in a skillful way.

isolate - to set apart from others.

judges - forms an opinion after careful thought.

lapsed - slipped back.

legends - popular stories or great people.

life span - the average length of life of something.

manifests - easily seen or understood.

menace - a threatening or dangerous person.

mental - related to the mind.

mission - an assigned task or job.

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

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

petals - often colorful parts of a flower that surround its center.

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

proto-mutants - mutants, or beings whose genes have mutated, that are first of their kind.

prototype - a new type of design or construction.

puberty - the period of time when girls become women and boys become men.

recommend - to suggest.

recruiting - finding new members for a group or activity.

reputations - qualities or characteristics seen by other people.

ridiculous - silly; foolish.

scrutiny - close examination.

species - groups of living things.

specifics - details.

speculated - wondered or reflected on something.

strategy - a careful plan or method.

text - writing.

theory - an opinion or a believed reason.

therapy - treatment of an problem of the mind or body.

VOCABULARY MATCHING

X-Men: First Class - The Bird, the Beast and the Lizard

Directions: Match the words to their definitions.

onslaught _____

1) throwing an object

serum _____

2) a remedy to halt the effects of poison or illness

slinging _____

3) presenting one person to another

antidote _____

4) wood beams that support the roof

introduction _____

5) a fierce attack

rafters _____

6) a drug

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

VOCABULARY MATCHING

X-Men: First Class - A Life of the Mind

Directions: Match the words to their definitions.

bizarre _____

1) related to the mind

simulate _____

2) a goal to be achieved, a mark to shoot at

mental _____

3) to imitate

target _____

4) very strange or out of the ordinary

chaotic _____

5) a plan to achieve a certain end or result.

tactic _____

5) of or relating to a state of total confusion

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

VOCABULARY MATCHING

X-Men: First Class - Seeing Red

Directions: Match the words to their definitions.

banish _____

1) to say that one will harm or punish

rubble _____

2) something that happened

replicate _____

3) to drive out or officially be required to leave a country

threat _____

4) to put in or as if in prison

transpire _____

5) to repeat or duplicate

imprison _____

6) pieces of broken rock or building

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

VOCABULARY MATCHING

X-Men: First Class - X-Men 101

Directions: Match the words to their definitions.

expressing _____

1) popular stories or great people

campus _____

2) the average length of life of something

legends _____

3) showing or making known by explaining

speculate _____

4) the grounds and buildings of a school

life span _____

5) close examination

scrutiny _____

6) wondered or reflected on something

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

VOCABULARY MATCHING-ANSWERS

X-Men: First Class

The Bird, the Beast and the Lizard

5

6

1

2

3

4

A Life of the Mind

4

3

1

2

6

5

Seeing Red

3

6

5

1

2

4

X-Men 101

3

4

1

6

2

5

VOCABULARY WORDS

X-Men: First Class - The Bird, the Beast and the Lizard

Directions: Write the definitions to the vocabulary words below.

fauna

prosthesis

decompose

unpredictable

biologist

VOCABULARY WORDS

X-Men: First Class - A Life of the Mind

Directions: Write the definitions to the vocabulary words below.

theory

recruiting

future

perceive

override

VOCABULARY WORDS

X-Men: First Class - Seeing Red

Directions: Write the definitions to the vocabulary words below.

access

fissure

tangible

ritual

portal

VOCABULARY WORDS

X-Men: First Class - X-Men 101

Directions: Write the definitions to the vocabulary words below.

prototype

therapy

mutant

bystanders

alien

VOCABULARY WORDS-ANSWERS

X-Men

X-Men: First Class - The Bird, the Beast and the Lizard

fauna - the animals of a certain area.

prosthesis - a device that is used in place of a missing or injured body part.

decompose - to break down into simpler parts.

unpredictable - something that is uncertain or always changing.

biologist - a person who studies plant and animal life.

X-Men: First Class - A Life of the Mind

theory - an opinion or a believed reason.

recruiting - finding new members for a group or activity.

future - time that has yet to come.

perceive - to become aware of through the senses.

override - to dominate over another action.

X-Men: First Class - Seeing Red

access - permission to enter or use.

fissure - an opening or crack.

tangible - capable of being felt.

ritual - a form or order to a ceremony.

portal - a door, gate, or entrance.

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prototype - a new type of design or construction.

therapy - treatment of an problem of the mind or body.

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

bystanders - people standing nearby but not taking part in something that is happening.

alien - a being that comes from or lives in another world.