

Design a superhero



For leaders

Younger groups enjoy taking this literally, creating weird and wonderful superheroes with the power to make peoples' heads shrink or become invisible. With older groups, this is a great way of discussing what a model citizen is or how we can be better friends. Get the group to decide who their real-life superhero is...you might be surprised with some of the answers.

Age 14 - 18

Age 5 - 7

Age 7 - 11

Activity details

This activity counts towards...



- Superhero Adventures

£/Free	Indoors
Day/Night	

- | | |
|-------------------------------------------|---------------------------------------------|
| <input type="checkbox"/> 11 - 14 | <input checked="" type="checkbox"/> 14 - 18 |
| <input checked="" type="checkbox"/> 5 - 7 | <input checked="" type="checkbox"/> 7 - 11 |
| <input type="checkbox"/> 3 - 5 | |
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- | | |
|--------------------------------------------|--------------------------------------------|
| <input checked="" type="checkbox"/> Autumn | <input checked="" type="checkbox"/> Spring |
| <input checked="" type="checkbox"/> Summer | <input checked="" type="checkbox"/> Winter |
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Skills:

- Creativity
- Decision making
- Fine Motor Skills
- Imagination

Equipment:

- Colouring Pens
- Paper
- Pencils