

Study Guide for The Emerald Curse

In The Emerald Curse, Sam had adventures inside a strange comic book universe, where the super heroes and villains are disturbingly real. The novel lends itself to numerous student projects related to the superhero genre and the wonderful world of comic books and graphic novels. The Super Stuff page (http://www.simon-rose.com/super_stuff.htm) has a wealth of information on the influence of comic books in the creation of the novel and has links to a number of fascinating websites.

Create Your Own Superhero

Students invent their very own hero, complete with a colourful costume, amazing powers, a secret identity, a hidden headquarters, friends, family and an archenemy, who has some kind of connection to the hero. Students could also craft detailed character synopses of their hero, along with all the supporting players, including their main adversary and even a sidekick.

The Beginning

Once they have invented their very own hero, the students create an exciting origin story, detailing how the hero got his or her powers in the first place. Most superheroes the students are familiar with, such as Spider-man or Batman, have very distinctive origin tales in which they acquired their powers or were inspired to become heroes and fight evil and students always have a great time creating these stories.

Headline News

In the style of a traditional newspaper front page, students can write an exciting, dramatic story, describing an action packed battle between the hero and his arch-enemy, complete with an attention grabbing headline.

Comic Books

Students learn how to create their own comic book depicting the adventure of the superhero they have created, complete with an eye catching cover and unique logo designed especially for their hero. The storyline in The Emerald Curse could also be transformed into a comic book or graphic novel style, using the few illustrations that are scattered throughout the text as a starting point.

Board Games

In the novel, Sam is propelled into the comic book universe and has adventures in a number of different worlds, before his arrival in the realm ruled by the sinister Baron Midnight. Sam's initial journey into the illustrations and subsequent travels elsewhere could form the basis of a board game that students could develop, once they are familiar with the storyline.