



TEACHING RECIPE 1

Meet Captain Disposition!

SUITABLE FOR
YEARS
F - 6

1 Think and Share

On the whiteboard draw a two-column table and make a list of superheroes and their powers.

Add the name of a new superhero to the list: "Captain Disposition". Write his superpowers next to his name and get the students to say them aloud:

1. Open-Minded
2. Flexible
3. Risk-Taker
4. Resourceful
5. Patient & Persistent
6. Ubiquitous Learner
7. Reflective



2 View and Read

Read page 1 of the Captain Disposition comic.

Read 'did you know?' fun facts about Captain Disposition:

- Home country: Mexico
- Favourite food: Three-bean nachos
- Job: Helping children to help themselves solve every day problems (but superhero work doesn't pay very well)
- Favourite fun thing to do: Surprising or scaring the Hobgoblins of Uncreative Minds.
- Phone number: 765 4321 (If your call is disconnected it means Captain Disposition has run out of data or hasn't paid the phone bill. Try again later.)

External Resources



3 Watch and Sing

Watch the 'Calling Captain Disposition' video. Listen to the song once or twice.

Then try to sing along with the lyrics video – especially in the chorus.

External Resources



4 Read and Share

Look at each of the seven posters and read the descriptions aloud. Discuss one disposition at a time and what each one means. Think of real-life examples of when someone might use that particular disposition.

External Resources



5 Create and Present

Students work in groups to present a funny skit where one character (a child) has a problem and is feeling helpless. For example, stuck down a hole, caught up a tree, didn't get invited to a friend's party, locked out of their house etc.

Then, in distress, the child urgently dials 7-6-5-4-3-2-1 and pleads with superhero Captain Disposition to quickly come to their rescue. He arrives sure enough, except that the child finds out (to their dismay) that Captain Disposition doesn't actually rescue children from their problems. Instead, he advises them and encourages them to rescue THEMSELVES from their problems - by using their Dispositions to creatively solve problems.

Create a happy ending to the skit where the 'child' character figures out their own solution by being either:

- 'open-minded' (eg trying a bunch of different ideas or calling someone else for advice)
- 'flexible' (changing to plan B or C if plan A didn't work)
- a 'risk-taker' ("I'll try something new even though it might not work")
- 'resourceful' (eg finding some sticks in the hole and using them as spikes to climb out of the hole).

