

HOLY ARGUMENT, BATMAN!

USING SUPERHEROES IN THE CLASSROOM

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BLAKE BOCKHOLT

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Lost Cities, Lost Treasure

1 In 1871, an adventurer named Heinrich Schliemann started digging in the ground of a Turkish city, seeking the lost land of Troy. Schliemann, a businessman and scholar, was born in Germany in 1822. As a young man he dreamed of discovering the treasures of the ancient world, and even made a plan for it when he was nine years old.

2 His youthful sense of adventure eventually brought him to California, where he made a fortune in the gold rush. With his profits, he began his second career in archaeology.

3 Archaeology was still a young science in the 1800s. In fact, it was hardly a science at all. The promise of treasure and adventure in foreign lands attracted people like Schliemann. Like a lot of treasure hunters, Schliemann was smart, curious—and hungry for gold or fame. On the other hand, he loved ancient cultures, especially Greek culture. He loved learning and traveling. By the end of his life, he spoke 13 languages, including his native German. He loved Greek history and culture so much that he and his wife Sophia named their children Agamemnon and Andromache.

4 There was another, less likeable side to Schliemann. He has been described as a trickster who didn't always tell the truth. He was known for changing or making up details in his stories of discovery. He wrote a thrilling account of his experience in the San Francisco fire of 1849—even though he was nowhere near San Francisco at the time. And as much as he loved antiquities and learning, his love of attention and

1

It's no secret that sometimes great discoveries come as a result of really big mistakes. But are they always worth the problems they cause? Sometimes the mistakes lead to greatness, and sometimes they lead to disaster. Are mistakes key to making discoveries?

Write an essay for your science class web site arguing whether or not mistakes are a key part of discovery. Your essay must be based on ideas, concepts, and information from the "Goofs and Great Inventions" passage set.

Manage your time carefully so you can

- plan your essay;
- write your essay; and
- revise and edit your essay.

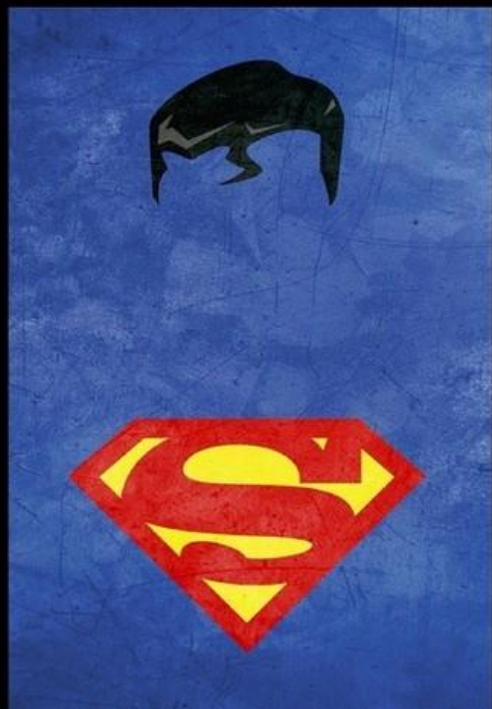
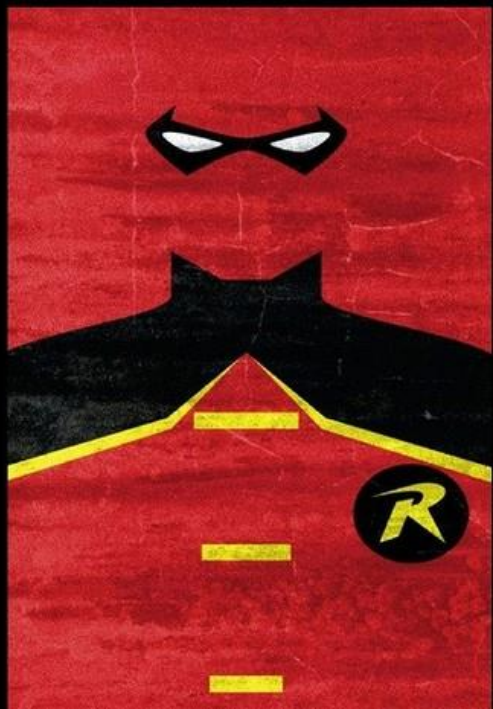
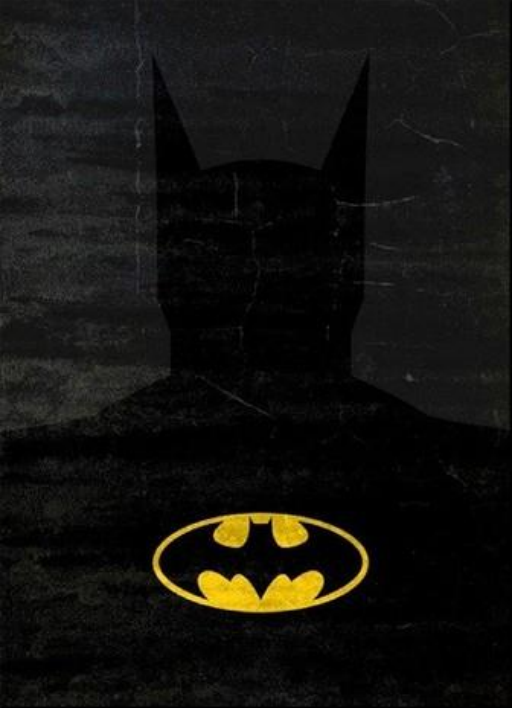
Be sure to

- include a claim;
- address counterclaims;
- use evidence from multiple sources.

Do not over rely on one source. Type your answer in the space provided.



Empty text area for writing the essay.





WHO WOULD WIN IN A FIGHT: SPIDER-MAN OR WOLVERINE?

Write an essay arguing whether Spider-Man or Wolverine would win in a fight. Your essay must be based on ideas, concepts, and information from the “Spider-Man and Wolverine” passage set.

Manage your time carefully so you can

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Do not over rely on one source.



Spider-Man

Real Name: Peter Parker

Occupation: scientist and inventor; former freelance photographer, assistant high school coach, science teacher

Height: 5 ft. 10 in.

Weight: 165 lbs.

Powers

Spider Physiology: Spider-Man possesses the proportionate powers of a spider, granted to him from an irradiated common house spider, which bit Peter Parker that was apparently already mutated from prior exposure to certain frequencies of radiation

Wall Crawling: Due to his exposure to the mutated spider venom, Peter can cling to most surfaces like a spider.

Superhuman Strength: Spider-Man possesses superhuman strength enabling him to press lift many tons. Originally, Spider-Man could lift ten tons. After Queen's mutation, he could lift 15 tons. Finally, after the Other evolution, he can lift 20 tons. Spider-Man's physical strength is sufficient enough to enable him to lift and throw objects as heavy as a big rig semi-truck with ease.

Superhuman Speed: Spider-Man has showed to be fast enough to catch up to an accelerating car while on foot, but prefers to travel by webs.

Superhuman Stamina: At his peak, Spider-Man can physically exert himself at his peak capacity for several hours before the buildup of fatigue toxins in his blood begins to impair him. and is roughly 15 times more agile than a regular human.

Superhuman Reflexes: Spider-Man's reflexes are similarly enhanced and are currently about 40 times greater than those of an ordinary human. In combination with his spider-sense, the speed of his reflexes allows him to dodge almost any attack, or even gunfire, if he is far enough away. Spider-Man has even been shown in some cases, to be able to dodge gunfire using just his reflexes without his Spider-Sense.

Regenerative Healing Factor: Spider-Man has a limited healing factor. While not on Wolverine's level, it is sufficiently powerful enough to recover from severe injuries from broken bones and large amounts of tissue damage in a matter of days

Spider-Sense: Spider-Man possesses an extrasensory "danger" or "spider" sense which warns him of potential immediate danger by tingling sensation in the back of his skull. The precise nature of this sense is unknown. It appears to be a simultaneous clairvoyant response to a wide variety of phenomena (everything from falling safes to speeding bullets to thrown punches), which has given several hundredths of a second's warning, which is sufficient time for his reflexes to allow him to avoid injury. The sense also can create a general response on the order of several minutes: he cannot discern the nature of the threat by the sensation. He can, however, discern the severity of the danger by the strength of his response to it. Spider-Man's fighting style incorporates the advantage that his "spidey-sense" provides him.

Abilities:

Genius Intellect: Academically gifted, Peter displays an uncanny affinity for science that is nothing short of genius. According to Parker his IQ is north of 250. Some of the Earth's most brilliant minds, such as Reed Richards and Hank Pym have acknowledged Peter's intellect.

Skilled Inventor: Peter has been able to use his amazing intellect and resources at Horizon Labs to create many inventions such as the three Spider-Armors, the Spidey Stealth Suit, his famous webshooters, the Cyro-Cube 3000 and the noise reduction headphones. Recently, after his resurrection, he invented anti-Electro netting to try to depower Electro.

Master Acrobat: Thanks to his great strength and phenomenal equilibrium, Parker is an excellent athlete, excelling in all gymnastic fields and being able to perform every acrobatic stunt ever performed, including others that can never be performed by even an Olympic acrobat.

Master Hand-to-Hand Combatant: Due to his life being bullied and pranked as a young teenager, Parker has, through time, become an excellent hand-to-hand combatant, utilizing a fighting style that directly complements his superhuman abilities. His methods are volatile, enabling him to rival practically all types of combatants. Peter has been trained by Captain America in unarmed combat. As a means to compensate for the temporary loss of his spider-sense, Parker also received formal combat training from Shang-Chi through the recommendation of the new Madame Web (Julia Carpenter). Together, they created a new martial art style, the "Way of the Spider" and Peter's skill with it has substantially increased following the return and amplification of his Spider-Sense. He is very skilled in his fighting style.

source: [http://marvel.wikia.com/Spider-Man_\(Peter_Parker\)](http://marvel.wikia.com/Spider-Man_(Peter_Parker))



Wolverine

Real Name: James Howlett

Occupation: Adventurer, instructor, former bartender, bouncer, spy, government operative, mercenary, soldier, sailor, miner

Height: 5 ft. 3 in.

Weight: (without Adamantium skeleton) 195 lbs; (with Adamantium skeleton) 300lbs

Powers:

Regenerative Powers: Wolverine is a mutant who possesses the ability to regenerate damaged or destroyed areas of his cellular structure at a rate far greater than that of an ordinary human. The speed at which this healing factor works varies in direct proportion with the severity of the damage Wolverine suffers. For example, he can fully recover from an ordinary gunshot wound in a non-vital area of his body within minutes, but it took him almost two months to fully recover from injuries sustained in a duel with Lord Shingen, which included one from a sword that went all the way through his trunk.

Wolverine's natural healing also affords him virtual immunity to poisons and most drugs, as well as an enhanced resistance to diseases. For example, it is nearly impossible for him to become intoxicated from drinking alcohol. He also has a limited immunity to the fatigue poisons generated by bodily activity, and hence he has greater endurance than an ordinary human. His agility and reflexes are similarly enhanced.

In addition, Wolverine's healing factor provides him with an extended lifespan by slowing the effects of the aging process. Although over a century old, Wolverine is as healthy and physically fit as a man in his prime.

Despite the extent of his healing factor, Wolverine is not immortal. If the injuries are extensive enough, especially if they result in the loss of vital organs, large amounts of blood, and/or loss of physical form, such as having flesh burned away by fire or acid, Wolverine can die. Additionally, Professor X once stated that Wolverine could be killed if his head becomes separated from his body, causing his brain to be unable to send signals to the section(s) of his body that needs healing. Because of the addition of his adamantium-laced skeleton, however, the idea seems very unlikely.

Superhumanly Acute Senses: Wolverine also possesses superhumanly acute senses, making him capable of seeing things at a maximum distance greater than a normal human's. His hearing is enhanced in a similar manner, and he is able to recognize people and objects by scent, even if that person or object is hidden. Wolverine can use these enhanced senses to track any creature with an impressive degree of success.

Retractable Claws: Wolverine's skeleton includes six retractable one-foot long bone claws, three in each arm, that are housed beneath the skin and muscle of his forearms. Wolverine can, at will, release these slightly curved claws through his skin beneath the knuckles on each hand. The skin between the knuckles tears and bleeds, but the blood loss is quickly halted by his healing factor. Wolverine can unsheathe any number of his claws at once, although he must keep his wrists straight at the moment his claws shoot from his forearms into his hands. When unsheathed, the claws are fully within his hands, and thus Wolverine can still bend his wrists. The claws are naturally sharp and tougher than that of normal human bone structure, allowing Wolverine to cut through most types of flesh and natural materials.

Abilities:

Master Martial Artist: Due to his extensive training as a soldier, a C.I.A. operative, a samurai, a spy, and a member of the X-Men, Wolverine is an exceptional hand-to-hand combatant, having mastered virtually every fighting style on Earth. He is also a trained expert in multiple types of weapons, vehicles, computer systems, explosives, and assassination techniques. Wolverine is fluent in many languages, including Japanese, Russian, Chinese, Cheyenne, Lakota, and Spanish; he has some knowledge of French, Thai, and Vietnamese.

Weapons:

Adamantium Skeleton: Wolverine's entire skeletal structure, including his claws, has been artificially bonded to the nearly indestructible metal Adamantium. As a result, Wolverine's bones are virtually unbreakable, and his claws are capable of cutting through almost any substance depending on its thickness and the amount of force he can exert.

source: [http://marvel.wikia.com/Wolverine_\(James_Logan_Howlett\)](http://marvel.wikia.com/Wolverine_(James_Logan_Howlett))



**WHERRRRRE
IS YOUR TEXTUAL
EVIDENCE?**





WHO WOULD WIN IN A FIGHT: BATMAN OR IRON MAN?

Write an essay arguing whether Batman or Iron Man would win in a fight. Your essay must be based on ideas, concepts, and information from the “Batman and Iron Man” passage set.

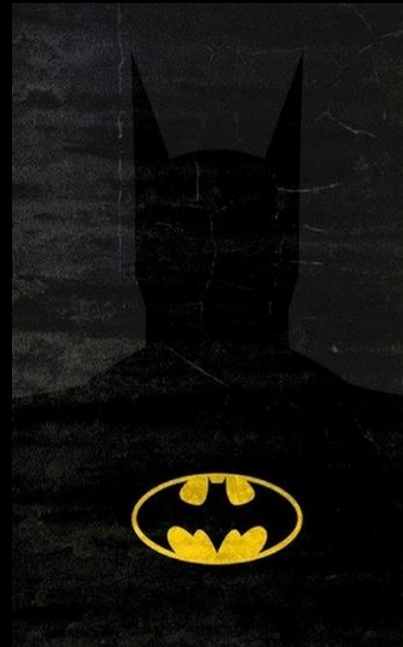
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Batman

Real Name: Bruce Wayne

Occupation: businessman

Height: 6' 2"

Weight: 210 lbs.

Abilities

Indomitable Will: Although he has no superhuman powers, Batman's unstoppable determination and strength of will make him an extremely formidable opponent. This makes him able to function while tolerating massive amounts of physical pain, and also allows him to resist telepathy or mind control. His willpower is strong enough to operate a Green Lantern Ring when necessary.

Intimidation: It is widely known that Batman has the ability to instill fear in others, even the people that know him best are intimidated by him. Even those who aren't afraid of the likes of Superman fear Batman. His ability to inspire great fear made him eligible for induction into the Sinestro Corps, although he was able to fight off the power ring's control.

Interrogation: Batman is adept in interrogation techniques, often using law enforcement methods as well as torture. Several methods seen include hanging a person over the edge of a building by one leg or chaining a person upside down and beating them. He usually just plain uses his frightening appearance to get answers. "Fear is an excellent motivator" he once said.

Peak Human Conditioning: Through intense training, specialized diet, and biofeedback treatments, Batman represents the pinnacle of human physical prowess. His physical attributes exceeded that of any Olympic level athlete that has ever completed. Strength, speed, stamina, agility, reflexes and coordination are at peak human perfection. Batman began his physical and mental conditioning when he was 11 and then intense physical training and weight lifting at age 12. He has mastered full body control by the time he was 18. Bruce Wayne, since the age of 15, has created a strict diet to enable his body to develop and operate at its most proficient, along with biofeedback treatments (using portable/non portable machines to stimulate muscles to contraction). Batman has performed amazing physical feats due to his superior physique. He engaged in an intensive regular regimen of rigorous exercise (including aerobics, weight lifting, gymnastics, and simulated combat) to keep himself in peak condition, and has often defeated opponents whose size, strength, or other powers greatly exceeded his own. He has spent his entire life in pursuit of physical perfection and has attained it through constant intensive training and determination.

Peak Human Strength: Batman regularly bench-presses at least 1000 lbs. during his exercise routine.

Peak Human Reflexes: Bruce's reflexes were honed to such a degree that he has caught one of Green Arrow's arrows in mid-flight when he tried to shoot him. He has also been able to dodge point blank gunfire.

Peak Human Speed: He could run at speeds comparable to the finest competing athletes.

Peak Human Endurance: His endurance was comparable to that of the finest Olympic Decathlon participant. His lung capacity was so great that he could hold his breath underwater for 3 minutes and 15 seconds. He can survive in the airless vacuum of space for exactly 27 seconds.

Peak Human Agility: His agility was greater than that of a Chinese acrobat and an Olympic gold medalist gymnast. His main phase of movement was Parkour which he learned in France and used that to scale the cities rooftops in an acrobatic manner.

Acrobatics: He is proficient in gymnastics and acrobatics.

Martial Arts: Bruce is well trained in multiple martial arts, he is known as the man who has mastered 127 forms of martial arts. His primary form of combat is an idiosyncratic admixture of Tae Kwon Do, Judo, Muay Thai, Dragon Style Kung Fu, Boxing, Jujitsu, Ninjitsu and Capoeira.



Weaponry Through his martial arts training, he has become an expert on all melee weapons. Wayne has displayed exceptional sword fighting capability and proficiency with knives, sticks and various other weapons. He practices during his combat sessions to keep his skills intact, but he prefers unarmed combat.

Stealth: His Ninjutsu training has made him a master at stealth and capable of breaching high security facilities without being detected.

Marksmanship: Wayne is an expert marksman skilled. He is skilled with throwing projectile weapons, archery and firearms. He has been practicing such skills since the early days of his training and is almost on par with the Green Arrow in terms of accuracy.

Genius Level Intellect: Batman is a brilliant, virtually peerless, detective, strategist, scientist, tactician, and commander; he is widely regarded as one of the keenest analytical minds on the planet. Given his lack of superpowers, he often uses cunning and planning to outwit his foes, rather than simply "out-fighting" them. Additionally, he has studied Biology, Technology, Mathematics, Physics, Mythology, Geography, & History. He has gained degrees in Criminal Science, Forensic sciences, Computer Sciences, Chemistry and Engineering by the time he was 21. He gained even more degrees in Biology, Physics, Advanced Chemistry, and Technology by the time he was 25.

Investigation: He is widely considered as the World's Greatest Detective, capable of observation, forensic investigation, and inductive and deductive reasoning of the highest caliber. Human intuition is an unlearnable trait and one of Batman's most effective tools. Given any mystery, he can arrive at the correct conclusions with a fraction of the data.

Tactical Analysis: He commonly utilizes cunning tactics to outwit his foes. He is an excellent leader and at times commands the Justice League and the Outsiders, Batman is known as one of the greatest strategists and tacticians in the DC universe, and once even Aquaman stated the same.

Driving: Bruce is proficient at driving many vehicles like cars, motor bikes, trucks and he is also skillful at driving jets, helicopters and auto boats and small ships.

Disguise: Has mastered the art of disguise by the time he was 23.

Business Management: Bruce Wayne has extensive skills and experience in business management, has thorough understanding of financial marketing and management and is often known as a example of successful industrialist and businessman on par to Lex Luthor.

Equipment

Batsuit: The costume Batman wears is composed of reinforced Kevlar and a little percentage of titanium; it's bullet-proof and resistant to various types of attack (explosions, impacts, falls, etc...). It's also flame-retarding and insulating. The gloves and the boots are reinforced to rebound the impact of punches and kicks. The gloves have also some metallic blades on their sides. The cape is designed to provide the wearer with controlled gliding functionality with the ability to change directions and heights while in mid-air. The mask has a little percentage of lead, which shields the face of Batman from x-ray powers or x-ray technology, and incorporates an infrared and night visor, auditory sensors and a sonar. The mask is accessorized with some security systems (aggravating gas, electric blasts, etc.), like the utility belt, and integrates a transmitter receiver device de voice and video.

Utility Belt: Batman keeps most of his personal field equipment in a signature piece of apparel, a yellow utility belt. The utility belt has a button to call the car in a few appearances on Justice League, and a command for teleportation. Over the years it has contained items such as plastic explosives, nerve toxins, batarangs, smoke bombs, a fingerprint kit, a cutting tool, a grappling hook gun, torches, a "re-breather" breathing device, and lock picks. Superman had entrusted Batman with a ring made of kryptonite, to be used should the Man of Steel ever need to be reined in (due to being mind-controlled by a villain, etc.). The Kryptonite Ring is contained in a lead pocket, in order to shield Batman from its radiations. The belt has also its own automatic security systems.

Transportation: Batboat, Batcycle, Batmobile, and Batplane

source: [http://dc.wikia.com/wiki/Batman_\(Bruce_Wayne\)](http://dc.wikia.com/wiki/Batman_(Bruce_Wayne))

Iron Man

Real Name: Anthony Edward "Tony" Stark

Occupation: Adventurer, president emeritus of Stark Industries, founder of Maria Stark Foundation; formerly director of S.H.I.E.L.D., CEO of Stark Industries, Stark Solutions, Stark Enterprises, Circuits Maximus & Stark International, US Secretary of Defense, computer technician

Height: 6'11"

Weight: 225 lbs.; 425 lbs. in armor

Education: Ph.D.s in physics and electrical engineering

Powers: Thanks to the Repulsor Tech node implanted in his chest, which is linked to his brain, Tony is able to interact with different types of energies and forces a normal human cannot. The R.T. node acts like a new sense for its user. The reactor's excessive generation of energy provides Stark with an increased amount of intelligence and gave him superhuman-level multitasking and learning capabilities.

Iron Man Armor: Iron Man's primary powers mostly come from his armored suit.

Support Powers

Superhuman Strength: He is capable of lifting up to 100 tons when wearing his armor and can achieve higher levels of strength when powered by a sufficiently more powerful source.

Superhuman Speed: Even when not traveling for extended distances, the armor enables the wearer to move and react at very high speeds.

Flight: The armor can typically reach speeds in excess of Mach 10, however Iron Man has been recently depicted as able to reach orbital escape velocities (5 miles per second) and up to speeds that can outrun black holes. Use of the jet boots provide enough power to lift a load of about 500 tons.

Power Cells: Most of his armors are powered by a combination of solar converters, electrical batteries and an on-board generator that uses beta particle absorption as a fuel source. Current models after Iron Man Armor Model 38 use a Repulsor Tech generator located in Stark's chest to be powered.

Energy Conversion Power Recharge: The armor is also able to absorb and convert nearby or far away energy sources, such as heat, solar, electrical, magnetic, geo-thermal or kinetic energy or energy from the planet itself into electricity, or even drain energy directly into the batteries for recharge.

Self-Contained Life-Support System & Environmental Protection: The armor can be completely sealed for operations in vacuum or underwater, providing its own life support, and is shielded against radiation, biological, chemical, corrosive, kinetic, and electrical attacks as well.

Magnetism: The armor can generate magnetic fields to pull or push metal objects at will.

Anti-Magnetism: The armor Tony has to negate the effects of magnetism on it. Tony skill is used often to be immune to the powers of Magneto. This skill can be triggered when the armor picks next wave magnetism.

Onboard Computer: The armor has an internal onboard computer operating system that aids Stark in providing strategies, background information on opponents, surroundings, the status of the suit, and prevents a lock on from targeting systems.

Override: When required, armor systems including strength amplification, durability amplification, and repulsor intensity can be greatly increased, by bypassing safety circuits and limiters. However, there is a chance that this can result in a complete system failure of the armor. An example of this mode is when Iron Man easily lifted a 18,000 ton Nuclear Reactor, and flew into the sky and threw it into the sea. It seems that he utilized this resource on the Hulk once, as the armor ends up completely inert. The range of the Override can be controlled as only reaching his very limit and staying at it for a long time will cause a system failure. This range goes from a safe 800% to 3200%, up to a very dangerous 5000%.



Defensive Powers

Enhanced Durability: His armor is very durable, capable of withstanding tremendous amounts of punishment. It can withstand high caliber bullets with ease. He can also withstand rockets, missiles, torpedoes, high powered lasers, and such, taking little to no damage. Future armors were fully resistant against electricity, fire, heavy impacts, energy blasts, take zero Kelvin and up to the Sun's temperatures, even some of Thor's attacks. The suit can withstand almost unlimited kinetic and thermal impact, as well as most forms of radiation thanks to its refractory coating. The armor can survive anything short of a nuclear explosion at ground zero. The suit automatically protects its wearer when he enters an intrinsically hostile environment, such as outer space or deep sea. The armor even has specialized circuitry that guards against telepathic attacks. Tony is very confident in his suit's defensive abilities, when he was caught in a nuclear explosion, he was only thinking about women and completely forgot about what was happening around him.

Energy Shield: Energy shielding that can protect the user from harm. It is also capable of reflecting attacks and staying mobile. At 2% power, the shield is strong enough to withstand a nuclear explosion.

Offensive Powers

Repulsor Rays: The armor's primary energy weapon. A particle beam weapon, standard equipment in the palm gauntlets; can repel physical and energy-based attacks, traveling as a single stream or as a wide-field dispersal. It's damage potential is extremely lethal, from being able to go through 2 inches of steel like paper to blasting a hole through a mountain. They can be powered up to make a larger beam or a Full Form repulsor Ray, which does 360 degrees of attacks. The power of the repulsor Beams can range from the basic ones such as the one from the Mark 3, which fires 2 gigawatt beams, to the beams on a much further model of the suit such as the Model 27 which fires beams in the high petawatt region, but those require a little assistance from outside. The latest model of repulsor technology is that of Mark IVa, used for the first time in the Iron Man Armor Model 42, featuring a red color.

Unibeam: A powerful searchlight, capable of projecting beams in virtually every light spectrum. Also used as a powerful weapon that can destroy anything in its path. It fires a boosted form of the Monobeam with some energy backing it up.

Smart Missiles: The Smart Missile is one that can target the weak points of a structure, object, or foe to inflict maximum damage with a minimal payload.

Hyper-velocity Impact: The program Hyper-velocity allows Tony to think and move at a much faster time frame than everyone else, allowing for quicker attacks. Also, it could create an electrical bubble if Tony is going fast enough.

Abilities

Super-Genius class Intelligence: Quite apart from the powers granted him by the suit, Tony Stark is far more than a mechanical engineering prodigy who graduated from the Massachusetts Institute of Technology with honors at the age of 17.

With an intelligence classed as super-genius, he easily is one of the smartest people on Earth. Furthermore, this extends to his remarkable ingenuity dealing with difficult situations such as difficult foes and deathtraps where he is capable of using his available tools, like his suit, in unorthodox and effective ways, as an example: when he built the first Iron Man Armor in captivity. He has also been able to hack even technology from the aliens Kree, a race centuries more advanced than humans.

More recently, Stark's intelligence grew to super-human levels with more energy being emanated to his brain thanks to the R.T. node in his chest, levels which even left Mr. Fantastic amazed.

Expert Engineer: He is an excellent engineer and mechanic capable of fixing almost, if not all, any machinery.

Expert Tactician: He is a brilliant tactician capable of quickly formulating battle strategies and new plans if the situation changes, like being able to elaborate different complex plans in order to defeat different enemies in difficult situations, and be victorious. Even going as far as to simultaneously put Reed Richards in check on five different boards playing chess, a game he didn't learn until later in his life, leaving Richards totally astonished.

Skilled Combatant: Stark was trained in unarmed combat by Captain America, Black Widow, Black Panther and Shang-Chi and has become quite physically formidable on his own when the situation demands it. He has managed to fight trained Hammer Industries guards, defeat five trained Skrull soldiers in single-handed combat and numerous Voldi gladiators.

Indomitable Will: As evidenced by his two serious bouts with alcoholism and subsequent recovery, Stark is possessed of tremendous strength of will, never giving up and often emerging from defeat even stronger. It is arguable that the true "Iron Man" is not the armor, but Stark himself.

source: [http://marvel.wikia.com/Iron_Man_\(Anthony_%22Tony%22_Stark\)](http://marvel.wikia.com/Iron_Man_(Anthony_%22Tony%22_Stark))



WHO WOULD WIN IN A FIGHT: SUPERMAN OR HULK?

Write an essay arguing whether Superman or Hulk would win in a fight. Your essay must be based on ideas, concepts, and information from the “Superman and Hulk” passage set.

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Superman

Real Name: Kal-El

Alias: Clark Kent

Occupation: reporter

Height: 6'3"

Weight: 235 lbs

Powers

Superhuman Strength: The exact limits of Superman's strength is unknown, but he is capable lifting far in excess of 100 tons.

Longevity: Superman can live almost indefinitely if he resides under continuous exposure of Earth's sunlight.

Superhuman Stamina: He has the ability to maintain continuous physical actions for an undefined period. Clark is shown to have unlimited stamina if he is consistently exposed to Earth sunlight.

Flight: Superman is capable of flying at supersonic speeds in a planetary atmosphere and at faster-than-light speeds while in space.

Superhuman Speed: He is capable of moving, reacting, running and flying at superhuman speeds. While not as fast as the Flash on a planet, Superman can fly at speeds faster than light and is considered one of the fastest beings in the universe. He can use this power to disarm opponents, catch bullets or shrapnel and cross vast distances in seconds.

Superhuman Hearing: Superman has incredible hearing at extreme variances of sound and pitch frequency, allowing him to pick up noises from across the globe. He has shown enough control to block out ambient sounds to focus on a specific source/frequency.

Super Smell: On various occasions, Superman has demonstrated that his sense of smell is significantly enhanced to the point he can smell odors across the entire planet.

Self-Sufficiency: He does not need to eat or sleep (but is still capable of doing so) and doesn't require oxygen to breath enabling him to travel in space and underwater unprotected .

Healing Factor: Superman has been shown to have an accelerated "healing factor" enabling him to heal almost instantaneously from most wounds.

Super-Breath: Superman can create hurricane force winds by blowing, and also chill his breath to freeze a target. He can also breathe in large amounts of air to dispel clouds of gas by exhaling it.

Heat Vision: Superman can fire beams of intense heat from his eyes. These beams can be made invisible, allowing him to work undetected, and can be adjusted to affect matter on a microscopic level. Feats include powering up the giant ion planet moving engines, annihilating an army of Doomsday clones in one blast, potentially rivaling the heat of a Star and bypassing a target's outer shell, avoiding damage to a person's skull for surgical purposes.

Super Vision: Superman also possesses a superior sensory arrangement of visual capabilities.



Electro-magnetic Spectrum Vision: He can see into all of the EM Spectrum. Superman can see and identify radio/television and any and all broadcast/transmitted frequencies, allowing him to avoid detection through radar or satellite monitoring methods.

Telescopic Vision: The ability to focus his vision to see something at a great distance, without violating the laws of physics.

Microscopic Vision: The ability to see extremely small objects and images down to the sub atomic level.

X-Ray Vision: The ability to see through anything except lead. Since it is passive, this ability would not generate harmful radiation in the same manner as a focused projection of hard X-rays.

Abilities

Hand-to-Hand Combat (Advanced): Superman has been trained in boxing by Wildcat, Mongul in Gladiator combative methods, Wonder Woman in wrestling and even learned some advanced martial arts techniques from Batman.

Genius Level Intellect: He has shown incredible intelligence and computational abilities; his mind works sharply and with extreme speed relative to earth-humans. Superman's analytical powers enable him to read information directly from machines (and, with careful usage of his heat vision, he can even reprogram machines).

Indomitable Will: Superman has shown to have a powerful spirit, free of corruption and temptation. Having been raised by a kindly Kansas farmer and his wife, he was taught to protect life and help others. He is very optimistic and never gives up, even when things look bad. Superman has learned how to place mental inhibitors on his own power so that he doesn't accidentally "flex and cause the tectonic plates to shift." To him, they are the barriers that allow him to feel human enough to live a healthy life, and he only ever releases one of them when fighting a particularly powerful opponent or performing a difficult task.

Weaknesses

Vulnerability to Magic: Superman's biomatrix is his most powerful asset, but the strength of this field is also its greatest weakness. It's permeability to certain wavelengths makes him vulnerable to certain radiations, particularly magical energies whose chaotic electromagnetic or extra dimensional signatures disrupt this force field. Superman's vulnerability to magic varies depending upon the special effects of the magic. No magic seems to be able to directly destroy him unless it comes from a semi-divine or divine source. He can be injured and worn down by magical entities. Magic can have powerful and unpredictable effects on Superman and his magical enemies have often proven to be the most dangerous.

Vulnerability to Kryptonite: Since the destruction of Krypton, its remains (rendered radioactive by the explosion) have been spreading throughout the universe as Kryptonite, a crystalline substance whose specific radioactive wavelength is lethal to Kryptonians native to this reality. The most common form of Kryptonite is Green Kryptonite, and its effect is directly poisonous to him. Kryptonite from other realities do not necessarily have the same effects on all Kryptonians.

Kryptonians: On the rare occasions where he has battled other Kryptonians, they seem more easily able to harm one another as well. A noticeable observation is that other Kryptonians appear to develop superhuman abilities immediately upon entering a yellow star system, whereas it took Superman many years living under a yellow sun for his powers to develop. (This may be because he arrived on Earth as a toddler. Had he been an adult or perhaps adolescent his powers would likely have manifested themselves much more readily.)

source: [http://dc.wikia.com/wiki/Superman_\(Clark_Kent\)](http://dc.wikia.com/wiki/Superman_(Clark_Kent))

Hulk

Real Name: Robert Bruce Banner

Occupation: nuclear physicist

Height: 5' 9" (as Banner); 7'- 8" (as Hulk)

Weight: 128 lbs (as Banner); 1,040 lbs - 1,400 lbs (as Hulk)

Powers and Abilities

Transformation: The process by which Banner usually transforms into the Hulk is presumably the result of the chemical catalyst, adrenaline. As in normal human beings, Banner's adrenal medulla secretes large amounts of adrenaline in time of fear, rage, or stress. Whereas the secretion heightens normal physical abilities in normal human beings, in Banner's case it triggers the complex chemical-extra-physical process that transforms him into the Hulk. As the Hulk's transformation is mostly a stress reaction, it is virtually impossible to attack, wound or sedate him in his human form without Hulk erupting almost instantaneously in self-defense.

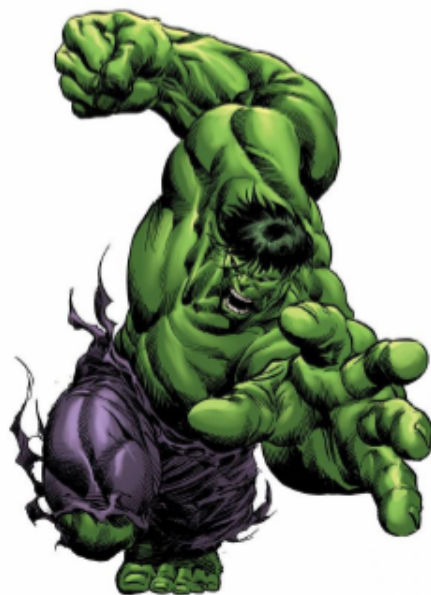
Superhuman Strength: The Hulk possesses the capacity for virtually limitless physical strength. Among the Incredible Hulk's most amazing feats of strength are: Supporting and rising up despite being weighed down with a force that was claimed to be equal to the weight of a star; and breaking through heavy duty blastdoors capable of withstanding a nuclear strike with a punch.

Superhuman Leaping: The Hulk is able to use his highly developed leg muscles to leap great distances. As the Hulk becomes enraged, his strength increases considerably, which means he can jump farther than usual. The Hulk has transposed 1,000 miles with a single leap, and he jumped on top of the Mount Olympus from ground level, in one single leap. On more than one occasion, the Hulk has nearly jumped into the Earth's orbit.

Superhuman Stamina: The Hulk's body counteracts fatigue poisons that build up in his muscles during physical activity. In an enraged state, the Hulk is capable of exerting himself at peak physical capacity for several days before fatigue begins to affect him. However, much like his vast physical strength, the Hulk's stamina does increase as he becomes angrier. In an enraged state, the Hulk was able to efficaciously stalemate the warrior's madness Thor (a state which temporarily enhances Thor's strength and stamina to 10 times that of his normal state in exchange for adversely affecting his intelligence). The Hulk's stamina has even been described as "almost unlimited."

Superhuman Durability: In addition to great strength, the Hulk's body possesses a high degree of resistance to physical injury. The Hulk has survived tremendous amount of punishment throughout his career. The Hulk's skin is impervious to conventional blades, adamantium and vibranium being strictly the few known metals that can effectively pierce and penetrate his skin. The Hulk is capable to withstand high caliber bullets, high-powered energy blasts, pressures extremes, falls from orbital heights, maximized heat without blistering, maximized cold without freezing, and also powerful impacts. The Hulk has withstood several times the impact of ground zero nuclear explosions. The Hulk's durability, much like his strength, is fueled by rushes of adrenaline while angry.

Regenerative Healing Factor: Despite the Hulk's high resistance to physical harm, it is possible to cause the Hulk injury. However, the Hulk is capable of regenerating damaged or destroyed areas of his body with much greater speed and efficiency than an ordinary human. In fact the Hulk was able to systematically regenerate his internal organs and tissues in an alternate reality. The Hulk also demonstrated his exceptional healing capacity



when, during a battle with Vector; all of his skin and most of his muscle mass were extracted from his body. Hulk regained his mass and healed within only seconds. Additionally, the Hulk heals faster and more extensively the madder he gets. Combined with the Hulk's superhuman durability, this makes him extremely difficult to defeat or incapacitate.

Superhuman Speed: Regardless of his size, Hulk's superhumanly strong legs allow him to run at speeds that are well beyond the natural physical limits of even the finest human athlete. The Hulk has once spun around like a tomato to get Mr. Fantastic off him. Hulk has been fast enough to capture mortar shells and missiles shot at him. The Hulk has also eventually been recognized to be extremely agile proportionally to his size. [17][108][45][216][296][235] His reflexes have even been described as "lightning-fast reflexes."

Reactive Adaptation: There have been several events in the past where Hulk has not only faced extended periods of time in oxygen-less outer space without suffocating, but he has also repeatedly spoken in these inhospitable habitats.

Weaknesses

Radiation Bombardment: Hulk was highly vulnerable to being weakened by radiation bombardment in the past, a weakness which was quite exploited by his enemy X-Ray, who was able to weaken Hulk and even transform him back into Banner. However, Hulk has acquired a rate of immunity to this weakness.

Adamantium and Vibranium Blades: They have been shown capable of piercing Hulk's skin; Wolverine, X-23, and Black Panther's claws can pierce it. However, as the Hulk's rage increases they become progressively more ineffective, reaching the stage they are completely inefficient to harm him.

Adrenaline Suppression: Adrenaline inhibitors can be administered via syringes of adamantium and vibranium, objectifying to revert the transformation into the Hulk. Amplified quantities can accomplish this purpose successfully.

Toxic Substances: Once, Camilla Black injected into his body a toxin especially designed to counteract the efficiency of Hulk's healing factor. However, if the Hulk gets angry enough he can nullify this effect, as he demonstrated later.

Rage Nullification: The Hulk's rage also can be neutralized; certain individuals can calm the Hulk down. Elizabeth Ross (Earth-616) and the Sentry successfully calmed him down in several instances. Telepaths with vast empathy potential can theoretically emulate this effect.

Strength Increasing Factor: The Hulk normally doesn't achieve full strength in the first moments after his transformation. Unless there is a substantial and significant event that breaks Banner's restraints and triggers far superior amounts of adrenaline in his circulatory system.

Magic: Since the Hulk is empowered by dark magic, it is not properly a weakness. However, depending upon his emotional state, his incarnation, and the power magnitude of the magic manipulator, this could be a potential threat. Also, Hulk has been shown to be injured more easily by enchanted weapons than regular weapons.

Extreme Conditions: Finally, he can be hurt or even killed by cosmic entities or individuals with similar extraordinary level of power, and under some conditions be psychically manipulated by exceptionally powerful telepaths.

source: [http://marvel.wikia.com/Hulk_\(Robert_Bruce_Banner\)#cite_ref-329](http://marvel.wikia.com/Hulk_(Robert_Bruce_Banner)#cite_ref-329)

“Writing this also taught me the layout of how an argumentative paper should be written.”

“It was interesting and entertaining to write about this topic, even if I’m not the biggest fan of superheroes.”

“So much more fun than writing about politics.”

“For as long as I could remember, I’ve heard that Captain America would win or Spiderman would win, but they never really gave any sort of facts depicting why they would . . .”



**THOSE ARE REAL WRITING PROMPTS, BATMAN.
THERE'RE DARK AND BROODING. DO YOU HAVE
DIGITAL COPIES I CAN HAVE?**



**ANYTHING FOR YOU, BABE. JUST GO TO MY
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THEN CLICK ON "UCTE."**

MRBOCKHOLT.WEEBLY.COM

PREWRITING WITH THE CREDIBLE HULK



You wouldn't like me when I'm angry! Because I always back up my rage with facts and Documented sources!

THE CREDIBLE HULK

IN THE ARGUMENT OUTLINE

"You wouldn't like me when I'm angry! Because I always back up my rage with facts and documented sources!"



CLAIM

A claim states your position on the issue you have chosen to write about.

- A good claim is not obvious.
- A good claim is engaging: Teach the reader something new.
- A good claim is not overly vague.
- A good claim is logical.

WARRANT

The warrant interprets the data and shows how it supports your claim. In other words, the warrant explains why and how the data proves the claim.

- A good warrant will be a reasonable interpretation and analysis of the facts.
- A good warrant will not make illogical interpretive leaps.
- A good warrant will not assume more than the evidence supports.
- "What else must be true for this position to hold?"

EVIDENCE

Use evidence to support your claim. Like a lawyer presenting evidence to a jury, you must support your claim with facts. An unsupported claim is merely an assertion or pronouncement.

- Facts or statistics
- Expert opinion
- Primary research
- Personal anecdotes

INTRODUCTION

What is the issue you are discussing? What is your position on this issue? State your thesis.

Issue: _____

Position: _____

Claim: _____

BACKGROUND INFO

Provide any relevant background information necessary to understand the issue. Make your position clear, and assume the audience knows nothing about the topic (but don't go overboard - you don't need to explain everything). Define any important words (more like concepts) you will be using in your essay. This is important because you and your reader may not use the same definition for the same subject of your paper.

Stuff to define and/or explain:

SUPPORTING PARAGRAPHS

Good supporting paragraphs consist of:

- Commentary explaining why your evidence is relevant.
- A topic sentence which expands and defends your claim.
- Evidence to support your topic sentences.
- Commentary explaining why your evidence is relevant (Warrant).

CLAIM-BOND DATA

Understand that all evidence is not equal. Evaluate good data from bad.

- facts or statistics
- expert opinion
- primary research
- personal anecdotes

THE CREDIBLE HULK DELIVERS A FIRST BIGHTY BLOW!

Support Topic One:

Evidence: _____

Source: _____

Warrant: _____

Further Analysis: _____

THE CREDIBLE HULK RAGES WITH A SECOND HIT!

Support Topic Two:

Evidence: _____

Source: _____

Warrant: _____

Further Analysis: _____

HULK SMASH!

Support Topic Three:

Evidence: _____

Source: _____

Warrant: _____

Further Analysis: _____

REMEMBER... AN ENK LOOKS IN THE SINDOWS!

For a Counter-Claim/Refutation, choose and discuss the strongest argument against your claim. Make your position clear, that you disagree with the counter claim, while you systematically, and logically, state why the counter-claim is wrong.

Counter Claim: _____

Refutation: _____

CONCLUSION

Summarize the most important points and why they are relevant. Finish off with why you won this argument. Be direct, stay on topic, and don't introduce any new evidence.

Point 1: _____

Point 2: _____

Point 3: _____

Why did you win? _____

IN THE NEXT EXCITING ISSUE:
THE CREDIBLE HULK RETURNS IN
THE ESSAY!

***ARE SUPERHEROES
VIGILANTES?***





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