

CREATE A SUPA BUDDY!

It's your turn to create a superhero, just like George and Harold do in their comic books! First, write down all of the important details that make your hero super. Then, on the following page, design and decorate a one-of-a-kind cape!



MY SUPERHERO'S NAME:

SECRET WEAPONS & ACCESSORIES

ENEMIES

What tools does your superhero use to save the day?

Secret Weapons:

Who is your supervillain?

POWERS

What is your superpower?

Accessories:

JUSTICE CODE

How will your superhero make the world a better place?

LOOKS

What does your superhero look like? Draw your hero below. Be sure to include costume details! **BONUS:** Design your own one-of-a-kind cape on the next page!



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CREATE A SUPA BUDDY!

What does your superhero's cape look like? Design and decorate it here!



DOG MAN STORY STARTER

Write and draw your own Dog Man graphic novel! We've started the story for you by filling in the first panel, but what happens next? Brainstorm ideas, then write and draw your story in the empty panels below.

ORIGINAL DOG MAN GRAPHIC NOVEL BY:







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FUNNY FILL-INS

In the original version of this scene, Petey shares a childhood story. Here, we left out key words so that you can make it your own! First, without looking at the story, fill in the word blanks, then write the words into the story below. After filling in all the blanks, read the story aloud!

	WORD BLANKS:		
${I guess it all }$ started when I	1 – An age younger than you are now:	5 – A sport:	
was	2 – A funny word: 3 – A plural article of clothing: 4 – A friend's name:	6 – A place: 7 – A type of transportation: 8 – A number: 9 – Another place:	
I guess it all started when I was I used to be in the 1 – An age younger than you are now Scouts! I was known far and wide for my good deeds and my 2 – A funny word			
	t it all ended one day when44 -	and I went to A friend's name	
play miniature E 5 – A sport	Everything started out greatbut t	hen a terrible storm arose. The	
whole began to 6 – A place	flood. We hid on a tiny 7 – A type	e of transportation. But the water	
	oon we were washed away. The	8 – A number	
weeks. F	inally, we landed on 9 – Another	 place	

Compare your story above with the original in Dog Man: Lord of the Fleas, page 44.



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BE A SUPA BUDDY BADGE ACTIVITY

Li'l Petey encourages Dog Man to be good—and do good too! Can you think of ways you can do good in the world? It can be anything from helping someone in need to just being a good friend. Write down your ideas in the space below.

Then, create your own Supa Buddy badge!

IDEAS:		
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SUPA FLASH CARD MEMORY GAME

In *Dog Man: For Whom the Ball Rolls*, Li'l Petey and 80-HD use flash cards to teach Dog Man to focus on his friends instead of things like red balls!

This two-player game works like the classic game of Memory by having players find pairs of matching cards, but there's a catch. Whatever you do, don't get distracted by the red ball! If you find two red ball matches, it's game over for you—and the other player wins! Ready to give it a try?

HERE'S HOW TO PLAY:

- 1. Cut out all of the flash cards below and on the following page.
- 2. Mix up the cards and place them facedown in three or four rows.
- 3. Turn over any two cards. If the cards match, keep them. If they don't match, put them back facedown. And remember: if you turn over two red balls, you're out—and the other player automatically wins.
- 4. The player with the most matches wins.





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THE SUPA BUDDIES MAZE

Can you help the Supa Buddies stop evil Dr. Scum from taking over the city? Follow the path to help save the day!







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SUPA WORD SCRAMBLE

Unscramble the letters to read Li'l Petey's message to Dog Man!



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AV PILKOY



NEW!



Coming December 10, 2019



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