AGES 6–10

Comic Book Day Colouring Together

Name / chosen name: _____

Choose your own colours or patterns. Colouring, pointing or talking about the scene are all welcome.

AGES 6–10

Comic Book Day Colouring Creative Scene

Name / chosen name: _____

Choose your own colours or patterns. Colouring, pointing or talking about the scene are all welcome.

AGES 6–10

Comic Book Day Colouring Discovery Scene

Name / chosen name: _____

Choose your own colours or patterns. Colouring, pointing or talking about the scene are all welcome.

AGES 6–12

Create an Original Comic Hero

Name / chosen name: _____

Create an original character. Avoid copying a published hero, costume, logo or catchphrase.

1. Original character name

2. What they want to achieve

3. A problem and one creative solution

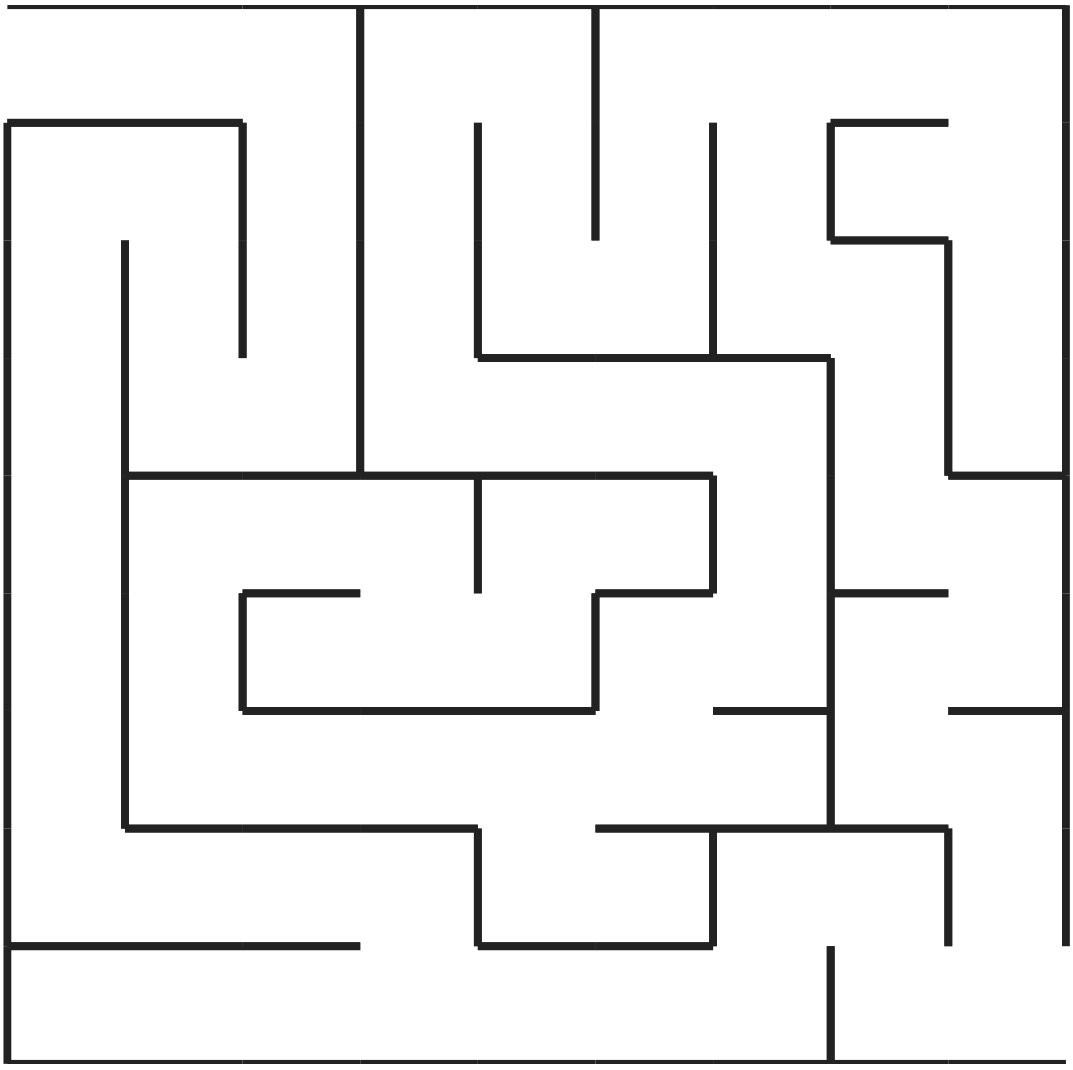
AGES 6–12

Comic Book Day Maze

Name / chosen name: _____

Find a route through the comic book day puzzle. Begin at the left entry and finish at the bottom-right exit. Trace with a pencil, point or give a partner directions.

START →



FINISH →

1. A strategy I used

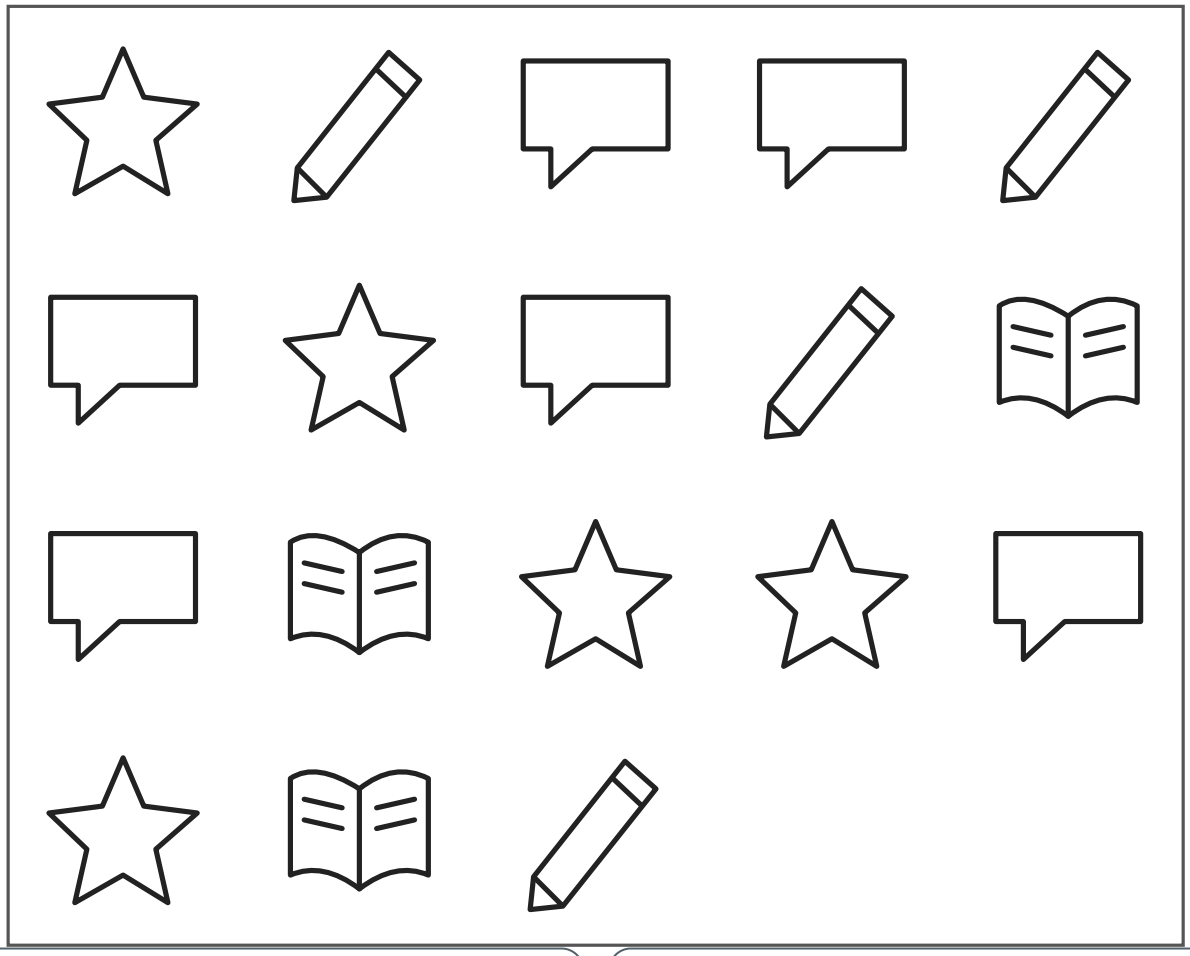
_____

AGES 6–12

Comic Book Day I Spy

Name / chosen name: _____

Count only complete icons inside the activity box. Each icon counts once. The pictures are an exact puzzle scene; do not count decorations elsewhere.



speech bubbles: _____

pencils: _____

books: _____

stars: _____

1. My checking strategy

AGES 8–12

Comic Book Day Word Search

Name / chosen name: _____

Find the words in the bank. Words can run forwards, backwards, up, down or diagonally.

T	V	H	K	E	M	T	M	V	W	A	R	D	L
P	V	F	W	H	H	N	I	B	R	M	O	O	Q
H	B	A	V	E	S	T	O	R	Y	B	E	G	H
K	Y	A	X	A	R	I	Z	W	I	V	T	V	N
Q	H	C	E	A	Y	F	V	Z	P	R	A	D	Q
R	L	T	T	E	O	P	H	W	V	E	E	Z	T
J	P	I	R	D	C	Y	A	N	A	A	R	C	X
Y	G	O	T	I	A	I	G	N	C	D	C	U	X
U	U	N	F	O	Z	R	M	Z	E	S	Y	S	Z
Y	O	F	X	U	K	Y	G	O	E	L	Z	G	W
H	E	R	O	Y	Y	V	H	L	C	V	D	H	Y
F	Z	F	N	C	J	V	H	C	S	I	L	D	L
D	F	S	X	B	U	B	B	L	E	K	W	H	M
R	J	D	M	U	I	I	Z	Z	Z	Y	M	F	E

COMIC · PANEL · STORY · BUBBLE · DRAW · HERO · IDEA · ACTION · READ · CREATE

1. Choose one word and explain or draw it

AGES 6–12

Comic Partner Story Game

Name / chosen name: _____

Take turns inventing a panel. Agree on an original character and setting; no copied characters or dialogue. Spoken storytelling or a partner scribe is welcome.

Panel 1: introduce

Panel 2: a problem

Panel 3: an action

Panel 4: a result

1. Our original character

2. How we shared the story decisions

AGES 6–12 · GROUP / MOVEMENT OPTION

Comic Partner Story Game

Name / chosen name: _____

With an adult-approved route, find examples of these ideas in the room or in pictures. Move calmly with a partner, or use a seated picture hunt. Do not leave the activity area. A missing item is a valid finding.

Find or imagine	Draw / describe
Something useful for comic book day	
A way two people could take turns	
A tool for creating	
A quiet activity choice	
A helpful action	
A group idea	

1. One discovery to share

AGES 6–12

Six-Panel Comic Challenge

Name / chosen name: _____

Create a six-panel comic with original characters. Use pictures, empty speech bubbles or short original dialogue.

Panel 1

Panel 2

Panel 3

Panel 4

Panel 5

Panel 6