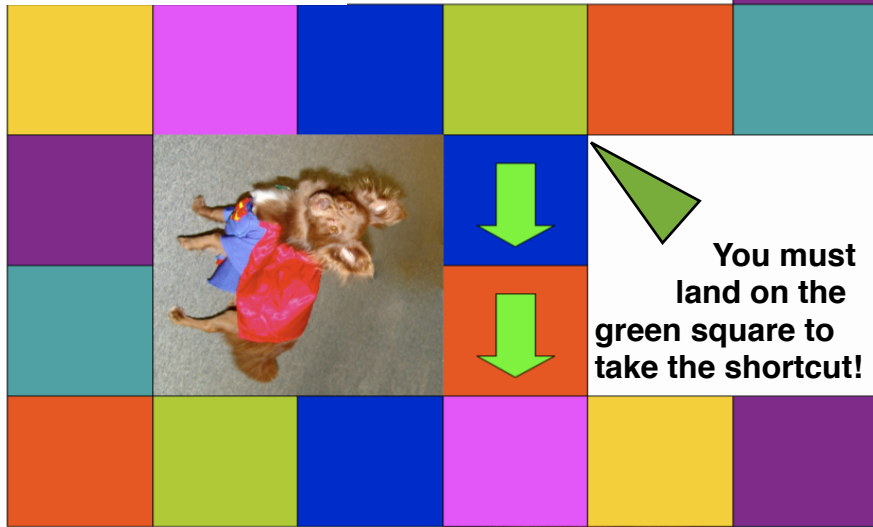
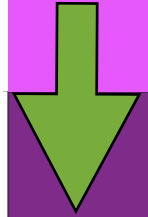


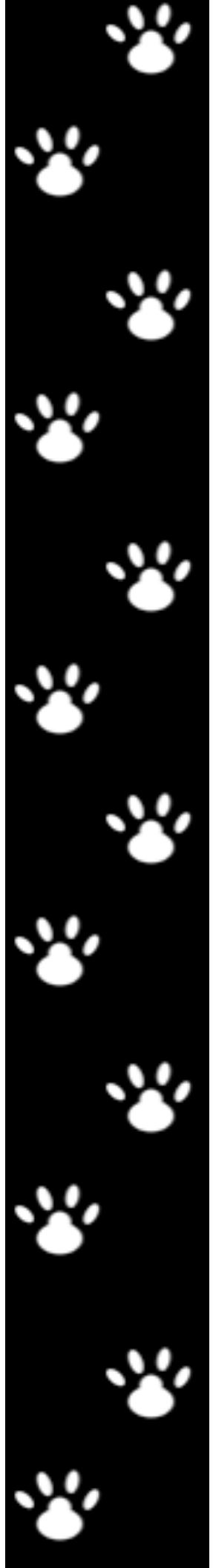
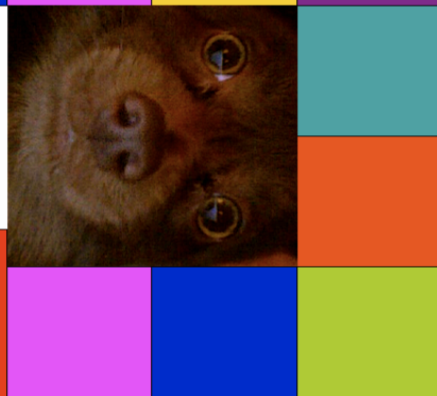
Use a paper hole punch to make your game pieces!



Starbuck's be a HERO Game



You must land on the green square to take the shortcut!



<p>Why shouldn't you say anything that could embarrass you online?</p> <p>A. Because it is too hard B. Because the web is not private C. Because you could go offline D. Because computers are expensive</p>	<p>Why wasn't Starbuck learning while he was being bullied?</p> <p>A. He didn't study B. He forgot to take his books home C. His brain was too big D. His brain was busy surviving and couldn't concentrate</p>	<p>What was Starbuck's Bully's name?</p> <p>A. Jake B. Kyle C. Hector D. Leslie</p>
<p>What room does the computer belong in at home?</p> <p>A. The bathroom B. The hallway C. The Kitchen D. The family room</p>	<p>What was Hector stealing from Starbuck?</p> <p>A. His chance to be happy B. His confidence C. His chance to learn D. All of the above</p>	<p>Why did Starbuck stay under the couch?</p> <p>A. It smelled good under there B. He was looking for his wallet C. He was a couch hound D. He was afraid</p>
<p>Your parents should know..</p> <p>A. What you eat B. When you play football C. What you do online D. Where your dog is</p>	<p>HERO stands for:</p> <p>A. Hamburger, Eat, Root beer, Okra B. Help, Educate, Report, Offer Friendship C. Hallway, Ear, Run, Onion D. Hat, Easy, Rat, Omelet</p>	<p>What were the dogs who helped Hector called?</p> <p>A. Hector's henchmen B. Hector's Helpers C. Hamburger helper D. Mean dogs</p>
<p>If you don't know them in real life..</p> <p>A. Get to know them B. You don't know them at all C. At least you know them online D. Call them</p>	<p>What is online bullying called?</p> <p>A. Cyberberries B. Cybergrouching C. Web-meannies D. Cyber-bullying</p>	<p>Why were other dogs afraid to help?</p> <p>A. They were busy B. They were too big C. They were afraid Hector would come after them too D. They liked Hector</p>

Instructions:

To play Starbuck's "Be a HERO" game

- 1.** Cut out the game cards and place them upside down on the rectangle marked Game Cards on the game board.
- 2.** Using a paper hole punch, punch out as many game pieces as you need.
- 3.** Cut out and assemble the spinner or you can use a die.
- 4.** Spin or roll for highest total, then players will proceed in that order.
- 5.** Spin or roll the die to determine how many spaces you go.
- 6.** Once you've determined how many spaces you get to go, have one of your opponents draw a card and ask you a question. If you get the answer right, you get to keep your position. If you get it wrong, you must go back to your previous position.
- 7.** The first player to reach the end wins but stopping bullying and cyber-bullying never ends. We must always watch for bullying behavior and keep our schools and students safe!

