Outline of program

Tisdale Community Library has the following summer programs:

Teen Summer Reading Challenge Can You Handle It?

Young adults between the age of 11 and 18 are encouraged to take part in this program. When the young adult register they receive a task booklet, tally sheet, reading log and their first raffle ticket. They receive their first raffle ticket when they register if they have their library card with them and show it to the librarian. There are two ways to receive points on their tally sheet. The first way is to complete tasks in the task booklet and the second way is to read books. Once they have reached 100 points the tally sheet is complete and a new tally sheet is started. They can fill as many tally sheets as they would like during the summer. Each completed task from the task booklet not only earns the young adult points but they also receive a raffle ticket into the draw for the grand prize at the end of the summer. The more activities and books read, results in more tickets entered into the draw for the young adult.

Tween Book Club

Children ages 9-14 read a different book each week and meet together to discuss the book over some snacks and juice.

Ready, Set, Read

Ready, Set, Read includes children 6-8 and volunteers ages 11 +. The volunteers read to the 6-8 year old for the first 20 minutes, the 6 to 8 year olds read to the volunteers for the next 20 minutes and the final 20 minutes are spend playing games that promote reading skills such as long vowel memory match, matching rhyming words, spelling activity cards etc.

TD Reading Club

Children age 5 to 10 enjoy listening to stories, playing games, rely races, and crafts during this two hour program.

Shake, Rattle and Read

Preschoolers age 3 to 5 develop literacy skills through stories, music, finger plays and crafts.

Adult Bingo

Adults 18+ complete a vertical or horizontal row on our bingo card. The bingo squares include mystery or suspense, your choice, romance, books made into movies, book by your favourite author, magazine, DVD of your choice, book on CD, etc.

Tisdale Community Library's Summer Ready Program develops the whole child – cognitive, physical, creative, and emotions. We make literacy fun by using books, finger plays, songs and crafts. The activities of reading, singing, and playing with children further the development of the brain, helping children with reading skills. Early literacy builds a foundation, so when children are taught to read they are ready and will experience reading success. By attending these programs children develop communication and social skills needed to learn when they start school to return to school after the summer holidays. Children in these programs also develop skills of listening, asking questions, taking turns, following instruction –all these skills are needed for school Reading Stories, singing songs, talking to one another also helps to expand children's vocabulary and imagination. Through our programs we see to the literary needs fo the entire family. Our programs are so much more than reading books - they provide lifelong learning, imagination and the love of reading.

Tween Book Club

1.	How did you hear about the programs?Newspaper Speaker
	Word of Mouth the Buzz
	Other
2.	What was your favorite book?
3.	How did you find the books reading level?
	To easy Just Right to hard
4.	Did you find the discussion questions stimulating?
5.	What books would you suggest for next year?

Any Comments:

Evaluation

	hat activities did you attend? , Set, Read Shake, Rattle	and Read (ages 3-5) TD Summer Reading Program
(Ages 5-10)	
2. Ho	ow did you hear about the pro	ograms?
Newspa	per	Speaker
Word	of Mouth	the Buzz
Othe	r	
3. W	hat Themes would you like to	seen done in the future and for what group?
4. In	General, did the activities me	eet your expectations
Yes	_No Some what	
5. W	hat did you like about the act	civities?
6. W	hat did you dislike about the	activities
7. W	ould you come again next yea	ar?
If so which	ones?	
	ow well did the instructor do nt Fair Needs Impro	
Any Comm	nents:	

Teen Summer Reading Cha	alle	enge	٩
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1.	What was your favorite challenge to do
2.	What Challenges would you like to do in the future
3.	What would make this more fun for teens?
4.	How hard did you find it to earn points to get raffle tickets?
Easy	not too difficultHard
5. Yes	Was the program easy to understand? No
6.	Would you do this again next year?
Any Co	mments:

Program Outline

Shake, Rattle, Read (Ages 3-5)

60 Minutes

- Mystery Box
 - each week children guess what is inside the decorated box
 - Children sit on floor, say chant, librarian shakes the mystery box, and children guess what is in the box. Give children one clue at a time until someone guesses the correct object.
 - Mystery Box Chant (repeat chant 3 times)
 Mystery box, mystery box (point to mystery box)
 What's inside the mystery box? (shrug)
- Weekly Activites
 - Read stories to children
 - Craft
 - Song/ Activity
 - Tumble book Activity

RESOURCES

Mystery Box Instructions

Description:

Materials

Box (decorated however you wish)

Objects to hide inside box (such as toys, tools, etc.)

Decorate a box with paint, construction paper or whatever craft supplies are available to you. You can add ribbon, draw question marks or use gold/silver stars to make it interesting and eye catching. Before the program begins, put an object inside the mystery box.

Song: Mystery Box

During this song, children will be given clues in order to guess what is hidden inside the mystery box.

Mystery box, mystery box. What's inside the mystery box?

Mystery box, mystery box. What's inside the mystery box?

Mystery box, mystery box. What's inside the mystery box?

Mystery box, mystery box. What's inside the mystery box?



Have the children sit in a circle. Sing the song and hold up the box so everyone can see it. As you are singing the song, point to mystery box and shrug, indicating that you do not know what is inside. You can pass the box around the circle and tell participants that they can shake the box to guess what is inside but they cannot open it. If your group is too large to pass the box around, you could ask participants to be really quiet and shake the box, then ask them if they hear anything. This will add to the excitement and mystery.

Ask participants to guess what is inside, then peek inside the box and act surprised, or pleased by what's inside. Now give them one clue at a time until someone guesses the correct object. You can repeat this activity several times, if you hide various objects inside the mystery box and act surprised to discover that there's another item in the box. Don't forget to sing the song again each time you repeat the activity.

Tip: Choose an object that relates to a story or rhyme that you will be using in the program and use this activity

PROGRAM OUTLINE

*Week one: Wizards and Spells

Mystery Box: Before program begins place a wand inside the mystery box

Clues:

• Both fairies and wizards carry these

• A wizards uses this to complete a spell

• It looks like a baton

Read Books: The Princess and the Wizard by Julia Donaldons

The Wizard, the Ugly and the Book of Shame by Pabelo Bernassconi

Mr. Happy and the Wizard by Roger Hargreaves

Craft: Wand

Materials

- Yarn
- Pencil or stick
- Glue
- Things to decorate with (pipe cleaners, stickers, google eyes, etc.)

Procedure

- Take a piece of yarn, tie it at one end of the pencil
- Child wraps yarn around pencil
- Glue other end of yarn to pencil
- Decorate pencil

Song/Activity: Once they are done making their wands they can use them as a pretend baton. Line children up to form a marching band, with the children repeating the following poem:

I want to lead a band With the baton in my hand. (Wave wand in the air) I want to make sweet music high and low.

Now first I'll beat the drum,
With a rhythmic tum-tum-tum (Drum-beating motion)
And then I'll play the bells a-ting-a-ling. (Bell-ringing motion)

And next I'll blow the flute
With a cheery toot-a-toot. (Flute-playing motion)
Then I'll make the violin sweetly sing. (Violin-playing motion)

Play game: "Wizard Says" which is the same as Simon says

Tumblebooks: Stephanie's Ponytail by Robert Munch



*Week Two: Teddy Bear Picnic

Mystery Box: Before program begins place a stuffed Teddy Bear inside the mystery box

Clues:

• I am soft and fuzzy all over

• I have paws for feet

When camping you have to keep food away from me

Read Books: Corduroy by Don Freeman

The Teddy Bears' Picnic by Jimmy Kennedy

Bears! by Paul Stickland

Craft: Teddy Bear Picnic Baskets

Materials

- Paper
- Scissors
- Stapler
- Things to decorate with (pipe cleaners, stickers, googly eyes, etc.)

Procedure

- Take a piece of yarn, tie it at one end of the pencil
- Child wraps yarn around pencil
- Glue other end of yarn to pencil
- Decorate pencil

Song/Activity: Once they are done their Baskets, children go on a bear hunt.

Going on a bear hunt, gonna catch a big one

I'm not afraid (shake head no)

What's that up ahead (shade eyes with hand, look around)

A field:

Can't go around it,

Can't go under it,

Can't go over it

Gotta go through it (rub hands together)

A lake (swimming motion)

A mud puddle (cup hands together, suction sound)

A tree (climbing motion)

A cave (reaching out in the dark)

What's this? I feel something...

It has a nose

Eyes, ears, fur

It's a bear!

RUN!!!(Run away, go through actions backward)

Out of the cave (you can see)

A tree (climbing motion)

A mud puddle (suction hands, move fast)

A lake (swimming motion)

A field (rub hands together)

Whew!

We're home

I'm never going on a bear hunt again



Tumble Books: 50 Below Zero by Robert Munch
The uglified Ducky by Willy Claflin

*Week Three: Fish Tank

Mystery Box: Before the programs begin put a fish bowl in the mystery box

Clue:

- I am made of Glass
- I hold water
- I am a home for pet fish

Read Stories: The Rainbow Fish by Marcuis Pfister

One fish two fish red fish blue fish by Dr.Seuss

The Pout-Pout Fish by Deborah Diesen

Craft: Fish

Materials:

- Paper Plate
- Markers
- Scissors
- Glue
- Stickers

Procedure:

- Cut a triangle from the plate to become your tail
- Glue the triangle to the opposite side of where you cut
- Children decorate the fish with stickers and markers

Song/Activity: 5 little fish

Five little fish swimming in the sea Teasin' Mr. Shark You can't catch me, You can't catch me! along came Mr. Shark as quiet as can be Snap! The little fish right out of the sea. 4 little Etc...

One little fish swimming in the sea
Teasin' Mr. Shark
You can't catch me, You can't catch me!
along came the Mr. Shark as quiet as can be
Snap! The little fish right out of the sea.
Now Mr. Shark is lonely can't you see. .

Two Little Fishes

Two little fishes swimming in a tank, one named Betty one named Frank, swim away Betty, Swim away Frank, Swim back betty swim back Frank.





*Week Four: Up, Up, And Away

Mystery Box: Before the program put a paper airplane inside the mystery box

Clues:

- I am made of paper
- I am a mode of transportation
- When you throw me I fly

Read Stories: Angela's Airplane by Robert Munch

The Little Airplane by Lois Lenski

Max and the Pilot by Matthew Zamoyski

Craft: Paper Airplanes

Materials:

- Paper airplane template http://www.pinterest.com/pin/49539664621089561/)
- Markers

Procedure:

- Print off template and fold along each line in the number order starting at one
- Colour the airplane and test your flying skills

Song/Activity I'm a Little Airplane

I'm a little airplane, (children raise arms at sides to shoulder height.)

Now watch me fly! (They spin one of their arms in front of them as if it were a propeller)

Here are my instruments, from down low to up high. (With their other arm, they reach from the ground to above their heads.)

First I get revved up. (Children make engine noises while still spinning their arms.)

Then I can fly, (Children raise arms to shoulder height.)

Lifting off the runway (They start walking forward.)

Up into the sky! (They go up on their tiptoes and continue to move forward. Let them circle awhile before returning to their original positions.)

I am a big airplane,

With wings so wide and strong.

My tail stands straight up in the air,

And my body's very long.(Stand on one foot, stretching one leg behind, extended in air.)

Watch me when I'm flying,

For I go very fast.

Let's see who can stay up in the air,

And who runs out of gas! (remain balanced on one foot.)

Tumble Books: *I have to go* by Robert Munch *The Mud Puddle* by Robert Munch



*Week Five: Monster Bash

Mystery Box: before program begins place a monster mask in the mystery box Clues:

- I am used to scare people
- You wear me on your face
- I sometimes hide under your bed or closet

Read Stories: The Gruffalo by Julia Donaldson Love Monster by Rachel Bright

The Monster at the end of this Book by John Stone

Craft: Monster Mask Materials:

- Paper Plates
- Scissors
- Markers
- String
- Hole Punch

Procedure:

- Cut eyes and a mouth hole into a paper plate
- Punch a hole on both side of the paper plate and tie one end of string on
- Child decorates the mask and then tie around head



What do monsters do?(shrug shoulders) They stretch and touch their toes. (touch toes)

What do monsters do?(shrug shoulders) They comb their purple hair. (comb hair)

What do monsters do?(shrug shoulders) They stick out their green tongues. (stick out tongues)

What do monsters do?(shrug shoulders) They brush their teeth with a broom.(brush teeth)

What do monsters do?(shrug shoulders) They rub their yellow eyes. (rub eyes)

What do monsters do?(shruq shoulders) They wiggle their orange ears. (told ears and wiggle them) Boy, am I glad that I'm not a monster!

Tumble Books: Chicken Big by Keith Graves Moria's Birthday By Robert Munch and



We're going on a Monster hunt

We're going on a monster hunt, Were going to find a big

We're not scared, but....

What if he's under the bed? Better go over it. Squoosh, squoosh, squoosh.

What if he is in the closet. Better close it. Slam, slam, slam.

What if he is behind the curtains? Better open them. Swish, swish, swish.

What if he's in the Hallway? better tiptoe down it. Tiptoe, tiptoe.

What if he's in the garage? Better stomp through it. Stomp. stomp, stomp.

Aahh! It's a monster!

What's that you say?

You're big, but you're friendly, and you want to go to

Now we're not afraid of monsters, so...

Stomp through the garage,

Walk through the hallway,

Close the curtains,

Open the closet,

Jump into bed,

And turn out the lights! Click!

*Week Six: Garden Day

Mystery Box: Before program begins place a package of seeds into the mystery box

Clues:

- I am put in the ground or in a pot
- I can grow plants or vegetables
- I am what is put into the ground to make plants/ flowers grow

Read Stories: Growing Vegetable Soup by Lois Ehlert
My Garden By Kevin Henkes
Flower Garden By Eve Bunting

Craft: Plant a Seed Materials:

- Bag of Dirt
- Package of Seeds
- Water
- Cups

Procedure:

- Take a cup and fill it half way with dirt
- Make a hole in the dirt and put the seed in it
- Cover the seed with dirt and add some water



Song/Activity: I'm a little daisy

I'm a little daisy
Tall and slim (Stand on tiptoes)
Here are my petals (Place hands on side of head &wiggle fingers)
Here is my stem (Hold arms down at sides of legs)
When the sun comes up (Make sun with arms)
And the rain comes down (Flutter hands to floor like rain-end in crouching position)
I grow, grow, grow- up from the ground! (slowly raise up bring hand over head)

The gardener plants the seeds (Tune of farmer in the dell)

The gardener plants the seeds. The gardener plants the seeds. High ho the derry oh, The gardener plants the seeds.

Second Verse: The rain falls on the ground. Third Verse: The sun shines bright and warm. Fourth Verse: The seeds begin to grow. Fifth Verse: The flowers smile at us.

Tumble books: *Pig* by Robert Munch

The Paper Bag Princess by Robert Munch

*Week Seven: Pirate

Mystery Box: before program begins place an eye patch into the mystery box\

Clues:

- This is something a pirate wears
- You wear it over your eye
- Some people wear it to protect your eyes

Read Stories: On a Pirate Ship By Sara Courtauld

Pirate Boy by Eve Bunting

How I became a Pirate by Melinda Long

Craft: Parrot

Materials:

- Paper Bag
- Markers
- Template-<u>http://www.daniellesplace.com/Images2pdf/crowspat.pdf</u>

Procedure:

- Print off template and cut out
- Glue pieces to paper bag
- Decorate the bags

Craft: Telescope

Materials:

- Paper
- Tape
- Markers
- Stickers, stars, foam pieces

Procedure

- Take a paper and roll into a tube and tape closed
- Give each child a telescope to colour and decorate

Song/Activity: The One-Eyed Pirate and 5 Little Pirates

The One-Eyed Pirate

The one-eyed pirate (cover one eye)
He's fierce, and he's tough (clench fists & scowl)
He digs for buried treasure (digging motion)
But it's never enough. (shake head)
He lives on a ship (hold up flat hand, thumb out)
Way out on the sea. (rock hand in curvy motion, other hand under it)
His parrot is his only friend, perch hand on shoulder)
Except for me. (point to self)

Tumble Books: *Red, Yellow, and Green* by Robert Munch *Something good* by Robert Munch





5 Little Pirates

- 5 Pirates heading out to shore One Jumped overboard And now there are 4
- 4 Pirates heading out to sea One stole all the Captain's gold And now there are 3
- 3 Pirates with not a lot to do One was made to walk the plank And now there are 2
- 2 Pirates having lots of fun One drank all the first mate's juice And now there is 1
- 1 Pirate sitting in the sun He decides to abandon ship And now there are none

Program Outline

TD Summer Reading Program (Ages 5-10) (2 Hours)

- Read Books
- Craft
- Activity/Game
- Craft
- Activity/Game
- Tumble Book Activity

Week One: Planes

Read Books: Angela's Airplanes by Robert Munch

Plane Pals by Frank Berrios

Toad Takes Off by Susan Schade

Tumble books: Something Good by Robert Munch

Craft: Paper Airplane Materials

- Paper
- Markers
- **Pencil Crayons Stickers**

Procedure

- Print off paper airplane template http://www.pinterest.com/pin/49539664621089561/
- Demonstrate how to fold to make planes
- Decorate airplane with markers, pencil crayons and stickers

Game: Airplane Toss Contest

Using the airplanes the children made, see which airplane goes the farthest.

Craft: Pilot Badges Materials

- Templates
- Markers
- Pencil Crayons
- Tape

Procedure

- Print off Pilot Badge template http://en.wikipedia.org/wiki/Badges of the United States Air Force#mediaviewer/File:Unit ed States Air Force Pilot Badge.svg
- Color/decorate badges
- Tape onto child's clothing if they wish

Game: Pin the propeller on the plane Color Airplane on Poster board

> http://www.airplaneclipart.com/free airplane clipart/airliner silhouette 0515-1011-1111-5502 SMU.jpg Print and cut templates of propellers.

http://www.fotosearch.com/UNC109/u18553529/

Place a small piece of sticky tack on the back of the propellers Blindfold child and child tries to pin the propeller on the plane

Craft: Straw Planes Materials

- **Paper**
- Tape
- Straws

Procedure

- Cut paper into strips
- Take two strips of paper and tape in a circle
- Tape both circles to either end of a straw. Have a contest to see how far the children can throw them.

Game: Practice Aim

Place different size circles on the wall.

Children try to hit them with their straw planes and paper airplanes







Week Two: African Safari

Read Story: Way Far Away on a Wild Safari by Jan Peck

A Sick Day for Amos McGee by Philip C. Stead

Safari, So Good by Bonnie Worth

Tumble Books: The Three Silly Billie's by Margie Palatini

Craft: Safari Hat
Materials:

- Paper Plate
- Paper Bowl
- Hole Punch
- String
- Glue

Procedure:

- Glue the bowl to the top of the plate
- Hole punch two holes on either side of the plate
- Tie one end of the string to the bowl
- Children decorate them and tie under their chin

Game: African Safari Find

Hide plastic animals around the library

Children follow librarian (leader) around the library looking for the animals

When the children see an animal they make the sound of that animal (ex for lion they roar) Librarian picks up the animal and continue until all animals are found.

Game: Animal Charades

Print off safari animal pictures. Put animal pictures in a bucket. Child picks animal picture out of bucket and acts it out for the other children to guess the animal. The child that guesses the correct animal goes next.

Craft: Snake Finger Puppets

Material:

- Template
- Markers
- Tape
- Things to decorate puppet such as foam pieces and stickers

Procedure

- Print off finger puppet template http://pdf.mrprintables.com/mrprintables-snake-finger-puppets-blank-1512.pdf
- Cut out the template and give each child a puppet
- Children colour and decorate their puppets
- Tape around child's finger

Game: Guess the animal

Use safari animal pictures. Each child chooses on picture and sticks it to his/her forehead with tape. Child goes to another child, makes the animal sound that is on the other child's forehead. First child guesses the name of the animal by listening to the sound.





Animal Images for Game (Resource: classroomclipart.com, IllustrationsOf.com



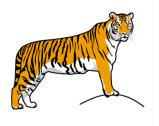




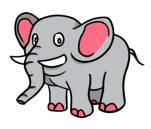




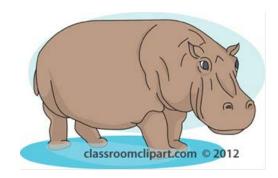






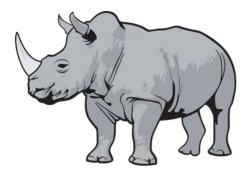














Week Three: Music to our ears

Read Books: Never Play Music Right Next to the Zoo by John Lithgow

Music, Music for Everyone by Vera B. Williams Mama Rocks, Papa Sings by Nancy Van Laan

Tumble Books: 50 Below Zero by Robert Munch

The Boy in the Drawer by Robert Munch

Craft: Shakers

Materials:

Paper Plates

Macaroni

Markers

Staplers

Procedure:

Cut paper plate in half

Child decorates the paper plate

• Fill with macaroni and staple shut

Game: Musical chairs

Before program starts set up chairs in a circle with one less chair then children attending program. Start the music, children walk around the circle. When music stops children race to find a seat. The on left standing is out and helps with the music. Take out a chair each time. Continue until one person is left

Game: Chicken Dance and Cha Cha Slide

Chicken Dance - https://www.youtube.com/watch?v=aWjeITmDmmo

Cha Cha Slide - http://www.youtube.com/watch?v=gldLRftdrH8

Play the chicken dance. Children are in a circle and follow the librarian's movements for the chicken dance. Play Cha Cha Slide, children follow video lyrics

Craft: Wind Chimes Materials:

Paper Cups

Hole Punch

String

Beads

Straws

Procedure

- Punch four holes along the bottom of cup and one through the top
- Tie a string through the top hole trying it inside the cup
- Tie a string to each of the other holes
- Step one to three are done before program begins
- Children place beads and straw onto strint tying at the bottom when completed

Game

Music from youtube – Freeze Dance Just Dance Kids https://www.youtube.com/watch?v=lkrPdHU1CQ4
For Children the Freeze – Dance/Statue Song Debbie Doo &
Friends https://www.youtube.com/watch?v=A69SZcxdOMQ





Week Four: Birds

Read books: The Birdwatchers by Simon James

Flight School by Lita Judge The Birds Nest by P.D. Easton

Tumble Books: The Uglified Ducky by Willie Claflin Chicken Big by Keith Graves

Craft: Paper Bag Bird

Materials:

- Paper lunch bags
- Template
- Markers
- Glue

Procedure:

- Print out the Paper Bag Bird Template http://www.daniellesplace.com/Images2pdf/crowspat.pdf
- Before program starts Cut out pieces.
- Distribute pieces to the children along with paper bags and glue
- Children decorate wings, beak, eyes and body them glue them to the paper bag

Game: Flying Birds

Before program cut two birds from tissue paper- http://www.clipartbest.com/clipart-Kin84RRiq Make a start and Finish line with masking tape

Divide children into two teams; give each team a paper plate and a tissue bird. Child flaps the plate making the bird "fly" to the finish line and back. The child hands the plate to the next person in line and sits at the back of the line. The first team with all members sitting down wins.

Game: The Chicken dance

Chicken Dance - https://www.youtube.com/watch?v=aWjelTmDmmo

Play the chicken dance. Children go in a circle and follow the librarian's movements

Craft: Angry bird bookmarks

Materials:

- Picture of angry bird
- Markers
- Glue
- Popsicle sticks

Procedure:

- Print picture of angry bird http://www.mono-live.com/2014/02/download-angry-birds-for-pc.html
- Trace beak, head and eyebrows
- Photocopy enough of the beak, head and eyebrows for each child
- Give each child one piece of each
- Children colour and glue pieces onto a popsicle stick

Game: Egg relay race:

Use Masking Tape to make a start and finish line. Divide children into two teams and have them line up. Give the first person in each line a spoon and a hardboiled egg or a plastic egg. Child races to the finish line and back without dropping the egg and hands it to the next person in line, and sits down at the back of the line. If the egg drops they pick it up and continue. The next person in line races until everyone is sitting down. The winner is the first team with all their players sitting down





Game: Keep up the feathers

Spread craft feathers on the floor. Each child picks up a feather and sees how long they can keep the feather in the air using different body parts.

Craft: Birdfeeders

Materials

- Paper bowls
- Hole punch
- String
- Birdseed
- Small ziplock bags

Procedure:

- Before program put some birdseed win the ziplock bags
- Punch four holes into the side of the bowl
- Tie a string to the hole across from it so the strings overlap
- Children decorate the bowl and get a bag of birdseed to take home



Week Five: Superheroes

Read Books: The Mighty Avengers: An Origin Story by Thomas Rich

Princess Super Kitty by Antoinette Portis

Mighty Max! by Harriet Ziefert

Tumble Books: Purple, Green, and Yellow by Robert Munch

The Fire Station by Robert Munch

Craft: Super hero masks

Materials:

Construction paper

- Scissors
- Template
- String
- Markers

Procedure:

- Print off copies of the super hero mask templateshttp://www.firstpalette.com/tool_box/printables/superhero1.pdf
- Cut out template
- Punch two holes on both sides of the mask and tie a string to one side
- Children decorate mask
- Tie string to the other side of mask

Game: Keep up the kryptonite

Blow up two green balloons. Children form a circle and toss in one balloon. Time the children to see how long they can keep the balloon up in the air. After a while toss in the second balloon and time them to see how long they can keep both balloons up in the air.

Craft: Super hero shield

Material

- Paper plates
- Strips of paper the length of the paper plate
- Markers, foam pieces, stickers, stars

Procedure:

- Staple a strip of paper to the back of the paper plate
- Children decorate the front of the paper plate

Activity: Super Hero Verse

Superman

Put your hand way up high (raise arms up in air)

Like Superman flying across the sky (Assume flying position)

Fly to the left/Now fly to the right (Lean to your right then left)

Now show me your muscles with all your might (Make arm muscles)

Now Superman's putting his suit away (Bring Arms down slowly)

So he can go flying another day (Rest hands in lap)

Game: Joke stone face

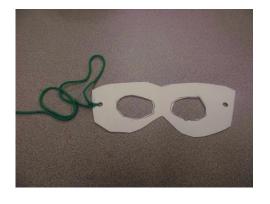
Children form a circle. Pick someone to go first; he/she tries to make everyone laugh by making a silly face, telling a joke, etc.

Game: Find the villain

Print off villain pictures. Place pictures around library. Children go on a search to rid the library of villains.

Game: Save the people, defeat the villains

Before the program blow up balloons and with a marker put smiley faces on two thirds of them and mad faces on the rest. The children search through the smiley faces, which are the good people, and find the mad faces, which are the villains. When they find a villain (balloons with mad face) they pop it to defeat the villain.





Game: Musical Super heroes

Print off avengers and popular superheroes pictures, increasing size of images as needed. Tape the pictures to the back of individual chairs and spread the chairs around the room

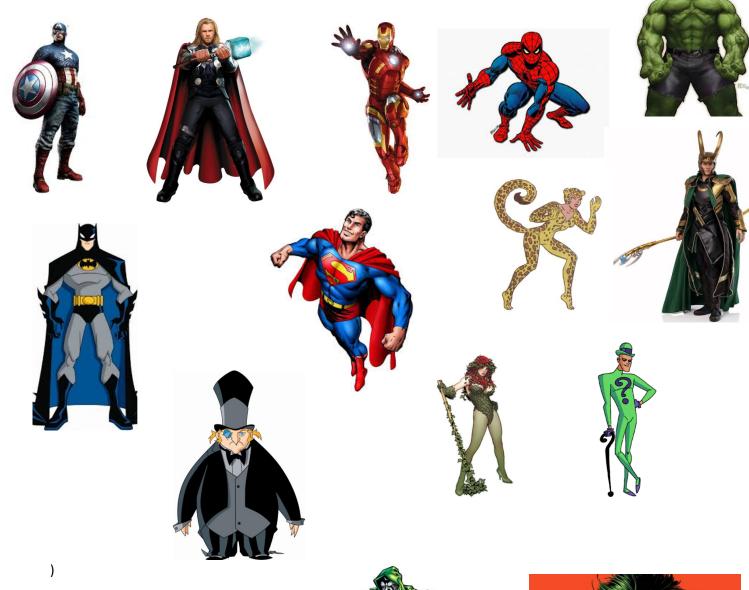
Play Music https://www.youtube.com/watch?v=9ZuWt7ZEuFMQ

Children walk among the chairs

Librarian stops the music and yells out the name of a superhero that is on the back of the chairs

The Children run to the chair with the superhero you called

Sample Avengers and Popular Superheroes, and Marvel Villains Images (Google Images)









Week Six: Circus

Read Stories: If I ran the circus by Dr. Seuss

Emmeline at the Circus by Marjorie Priceman

Olivia Saves the Circus by Ian Falconer

Tumble books: I have to go by Robert Munch

The Mud Puddle by Robert Munch

Craft: Clown noses Material:

Egg cartons

Red paint

Paintbrushes

Procedure:

• I cut each egg cartoon into individual cups and punched a hole on each side

I tie a string to one side and the kids painted their noses red

When they were dry we tied them behind their head

Craft: clown hats

Template http://www.pinterest.com/pin/20055160815088805/

Glue

Markers

Procedure:

Materials:

• Print off the templates and enlarged them to fit the kid's heads

• Glue them together and let them dry overnight

Children then decorate the hats

Punch a hole on both sides and tied a string under their chins

Story writing on Storybird Activity: http://www.storybird.com/

The children pick the art work they would like to use to make their book. The Children pick a theme for the story. Librarian asks for suggestions and writes them down. The Children vote on the idea they like best.

Print the book the children created

Game: Toss the balls

Make a board with labeled points on them and containers above the points. Split the kids into three groups. Each group got a different color of bingo chips. Children take turns and see how many chips they could get in the board. Each hole is a different. The team with the most points won.

Week 7: Wrap up Event: Performer and Finalize Storybird Activity





Ready, Set, Read Books-Volunteer reads to grade 1, 2, or 3 students

Call #	Title	Author
1. E AN	Hide and Seek	Il Sung Na
2. E NUM	The Jelly Beans and the Big Dance	Laura Numeroff and Nate Evans
3. E GUA	The Three Little Pigs	Steven Guarnaccia
4. E MCK	Elmer and the Whales	David Mckee
5. E MOD	Santa Claus and the Three Bears	Maria Modugno
6. E KUS	So, What's it like to be a cat?	Karla Kuskin
7. E WAT	Have I got a book for you!	Melanie Watt
8. E WHE	Mammoths on the Move	Lisa Wheeler and Kurt Cyrus
9. E RUB	Those Darn Squirrels and the cat next door	Adam Rubin
10. E ROC	Truck Stop	Anne Rockwell
11. E PET	Wish You Were Here	Moritz Petz
12. E PER	Curious George Plants a Tree	Margret & H.A Rey's
13. E PLO	You're Wearing That to School	Lynn Plourde
14. E POM	Posy	Charlotte Pomerantz
15. E PET	Rumble Tum	Stephanie True Peters
16. E CAN	I Know What You Do When I Go To School	Anon Cannon
17. E OCO	Fancy Nancy Bonjour Butterfly	Jane O'Connor
18. E OCO	Fancy Nancy Fanicest Dollin the Universe	Jane O'Connor
19. E KAN	Silverlicious	Victoria Kann
20. E KAN	Goldilicious	Victoria Kann
21. E SYD	Smarty Pants	Colleen Sydor
22. E SAU	Princess in Training	Tammi Sauer
23. E WAT	Chester's Back	Melanie Watt

24. E PEN	No Dragons for Tea	Jean E. Pendzi	wol & Martine Gourbault
25. E PEA	The Purple Hat		Tracy Campbell Pearson
26. E STA	Monday, Wednesday, and every other	r weekend	Karen Stanton
27. E SEU	The Cat in the hat		Dr. Seuss
28. E SMI	Sir Cassie to the Rescue		Linda Smith & Karen Patkau
29. E SHA	The Hall of Beasts		Mark Shasha
30. E NUM	If you give a pig a pancake		Laura Numeroff
31. E PER	The Penguin and the Pea		Janet Perlman
32. J 577.64 C	CAL River		Sean Callery
33. E SAU	Nugget & Fang	Tammi	Sauer & Michael Slack
34. E WIL	The Velveteen Rabbit		Margery Williams
35. J 591.47 A	ARN Best Foot Forward		Ingo Arndt
36. E WHY	The Snow Friends		Ian Whybrow
37. J 591.96 M	IIT Super Safari		Tony Mitton & Ant Parker
38. E YIM	Goldy Luck and the Three Panadas		Natasha Yim
39. J 591.734	LEW Can You See Me?		Ted Lewin
40. E YOL	Waking Dragons		Jane Yolen
41. E HOP	Goldy Socks and the Three libearians	S	Jackie Hopkins
42. E WAT	Together forever		Per-Henrick Gurth
43. E MET	Charlie Crow in the Snow		Paula Metcalf
44. ER JEN	Franklina and the magic show		Sharron Jennings
45. ER JEN	Franklin's Trading Cards		Sharron Jennings
46. E MUR	Have you seen Elvis?		Andrew Murray
47. E PAW	The Girl Who Hated Books		Manjusha Pawagi
48. E SEN	Where The Wild Things Are		Maurice Sendak

49. J 591.44 l	LYN Whose Eyes are These?	Wayne Lynch
50. E VER	The Kiss Box	Bonnie Verburg
51. E ASH	Too Many Frogs	Sandy Asher
52. E PEN	The Kissing Hand	Audrey Penn
53. E VAN	If I Built a House	Chris van Dusen
54. E GIB	I Spy Pets	Edward Gibbs
55. E VAN	Mama Rocks, Papa Songs	Nancy Van Laan
56. E YAR	Sidney Stella and the Moon	Emma Yarett
57. E JOO	The Red Racer	Audrey Wood
58. E WAR	One Hockey Night	Daniel Ward
59. E HAN	Grandpa Has a Great Big Face	Warren Hanson
60. E ALL	I'm not reading!	Jonathan Allen
61. E BER	Forever Friends	Carin Berger
62. E ASH	The Fort Jack Built	Boni Ashburn
63. E INN	A Bear in War	Stephanie Innes & Harry Endrulat
64. E BLO	Oh! What a Surprise	Suzanne Bloom
65. E BLA	The very hungry Bear	Nick Bland
66. E BLA	Is this my dinner?	Irma Simonton Black
67. E BUN	Train to Somewhere	Eve Bunting
68. J CAR	The Hockey Sweater	Roch Carrier
69. E HIM	Duck to the rescue	John Himmelman
70. E CAL	Princess Peepers picks a pet	Pam Galvert
71. E HOR	The fool and the fish	Alexander Nikolayevich Afanasyev
72. E LIT	The little red hen	Jerry Pinkney
73. J 551.576	ROC Clouds	Anne Rockwell

74. E BAR	Snoring Beauty	Sudipta Bardhan-Quallen
75. E BRI	Clifford the Champion	Norman Bridwell
76. E SHA	Jangles: the big fish story	David Shannon
77. E KIR	Snow Duds	Daniel Kirk
78. E BAE	Panda and Polar Bear	Matthew J. Baek
79. E KAN	The Surprise Visitor	Juli Kangas
80. E BER	Martha doesn't say sorry! Sa	amanth Berger & Bruce Whatley
81. E SOM	Ladybug Girl and Bumble boy	David Somar & Jacky Davis
82. E IWA	Hooray for Summer!	Kazua Iwamura
83. E BRI	The Bears in the bed and the great big storm	Paul bright & Jane Chapman
84. E DAV	Ladybug Girl and the bug squad	David Somar
85. E MAR	Goldilocks and the three bears	James Marshall
86. E KER	I love you with all my heart	Noris Kern
87. E KES	Marc just couldn't sleep	Gabriela Keselman
88. E ZIE	The Princess and the peas and carrots	Harriet Ziefert
89. E HAR	The Princess and the peas	Caryl Hart
90. E KUL	My crocodile does not bite	Joe Kulka
91. E JOH	Lost Pa	aul Brett Johnson & Celeste Lewis
92. E LON	Froggy goes to camp	Jonathan London
93. E KEL	School Lunch	True Kelly
94. E KAP	Betty Bunny didn't do it	Michael B. Kaplan
95. E BRE	Beauty and the Beast	Jan Brett
96. E SCO	Splish, Splash, Splat!	Rob Scotton
97. E HAC	Tuck me In!	Dean Hacohen
98. E HAU	Little Owl Lost	Chris Haughton

99. E GOR	The Three Little Rigs	David Gordon
100. E FAL	Oliva forms a band	Ian Falconer
101. E FAL	Oliva and the fairy princess	Ian Falconer
102. E ELL	Henery's Map	David Elliot
103. E FRE	Yucky worms	Vivian French
104. E HES	Off to school baby duck	Amy Hest

Ready Set read Books- Grade 1,2, or 3 student reads to volunteer

Level 1

1. ER RIL	Axel the truck	J.D Riley
2. ER WOO	Whales & Dolphins	Bobi Morgan Wood
3. ER SCI	Zoom! Boom! Bully	David Shannon
4. ER WIL	I won't share	Hans Wilhelm
5. ER CUS	Space Cat	Doug Cushman
6. ER POS	Disney Princess: A pony for a princess	Andrea Posner-Sanchez
7. ER SCI	Pete's Party	David Shannon
8. ER NAP	Zachary's Zoo	Mike & Amy Nappa
9. ER FAR	Mia and the tiny toe shoes	Robin Farley
10. ER CEB	Willie's Wonderful Pet	Mel Cebulash
11. ER LAG	Disney Princess:Friends for a Princess	Melissa Lagonegro
12. ER MOO	Homes around the world	Max Moore
13. ER DRI	Dora helps Diego	Laura Driscoll
14. ER AME	Mickey and friends: Goffy at bat	Susan Amerikaner
15. ER KIN	Scamper's Year	Jeff Kindley
16. ER HEN	Happy Cat	Steve Henery
Level 2		
1. ER HER	Valentine's Day Dognapping	Gail Herman
2. E LEE	Cinderella	Quinlan Lee
3. ER GEL	More spaghetti, I say!	Rita Golden Gelman
4. ER PEN	Dinosaur babies	Lucille Recht Penner
5. ER WIL	Just say "please"	Sarah Willson
6. ER CHI	The big win	Kelli Chipponeri
	_	* *

7. ER SNO The	e really rotten princess and the cupcake catast	trophe Lady Cecily Snodgrass
8. ER BIR	Marley Firehouse dog	Caitlin Birch
9. ER MAR	Camping out	Lisa Ann Marsoli
10. ER ROB	Rapunzel and the billy goats	Hilary Robinson
11. ER BLA	Little Mermaid	Sonia W. Black
12. ER BER	Missing watermelon money	The Berenstains
13. ER SKI	Totally Talented Pets	Cecile Skies
14. ER GAI	Pooh's Surprise Basket	Isabel Gaines
15. ER ZIE	The princess and the pea	Harriet Ziefert
16. ER LEE	Valentine Surprise	Quinlan B. Lee
17. ER KRA	Night Flight	S.A Kramer
18. ER GOR	Two Princesses	Bill Gordh
19. ER HER	The Race Car Monster	Gail Herman
20. ER EAR	The magic school bus gets crabby	Kristin Earhart
21. ER RUE	Dear tooth fairy	Karen Gray Ruelle
22. ER WHI	Stuart Little Stuart little's very big house	Greg Brooker
23. ER 629.47 H	AY Astronaut Living in Space	Kate Hayden
24. ER MOO	Grizzly Bear Club's Frist Fish	Jacqueline Moody
25. ER BRO	Best friends wear pink tutu's	Keri Browning
26. ER HIM	Simpson Snail Songs	John Himmelman
27. ER BOT	Two messy friends	Barbara Bottner
28. ER BOW	Jake goes fishing	Crystal Bowman
29. ER HAL	Kitty Riddles	Katy Hall
Level 3:		
1. ER DOE	Beach Riddles	Jennie Spray Doering
2. ER HIL	Black Beauty Stolen!	Susan Hill
3. ER MOR	Mairi's Mermaid	Michael Morpurgo
4. ER HIL	Black Beauty	Susan Hill
5. ER NIC	Discover the planets	Cynthia Pratt Nicolson
6. ER JEN	Thomas Edison: The great Inventor	Caryn Jenner
7. ER MUN	Batman the birthday bash	Percival Muntz
8. ER HER	Scooby-Doo Snack Snatcher	Gail Herman
9. ER LEW	Tugg and Teeny Jungle Surprises	J. Patrick Lewis
10. ER MCM	Fluffy meets the dinosaurs	Kate McMullan
11. ER ROC	The case of the mussing birthday party	Joanne Rocklin
12. ER JIN	Doug's big shoe disaster	Jim Jinkins
13. ER RIC	Barbie.com: the frist adventure	Barbara Richards
14. ER LEV	Parents' Night Fright	Elizabeth Levy
15. ER Don	Transformers Armada The Quest	Andrew Donkin

16. ER TAR	The frog prince	Edith H. Tarcov
17. ER CAZ	Minnie and Moo meet Frankenswine	Denys Cazet
18. ER WYE	Tomboy Trouble	Sharon Dennis Wyeth
19. ER ROH	A dinosaur named Sue	Fay Robinson
20. ER DUS	Anne of Green Gables	Jennifer Dussling
21. ER SHA	Lost in Space	Gina Shaw
22. ER WAT	Monarch Butterflies	Kate Waters

Games:

- 1. Three-Word Rhymes- School Zone
- 2. Three- Letter Words- School Zone
- 3. Blending Buddies Memory Match- Judy/Instructo
- 4. Fishing for silent "e" words- Judy/ Instructo
- 5. Memory Match- Judy/ Instructo
- 6. Opposite Word Dominoes- Judy /Instructo
- 7. Learning Games Consonant blends and digraphs
- 8. Four-Words: A child's first spelling game- Smethport Specialty Co.
- 9. Sunken Treasure Adventure- Learning resources

Rules Discussion Questions

- 1. What expectations do you have about the book from previewing the book cover?
- 2. Describe one situation in which you think rules are necessary. Explain your reasons.
- 3. Imagine a world without rules. How would life be different? How so?
- 4. IF you had to make cards for jasons communication book what cards would you make?
- 5. What were three cards Catharine made for jason's communication book?
- 6. Is Kristi a good friend to cathrine? Why or why not?
- 7. Describe Catherine's relationship with David.
- 8. How does David stand in the way of what Catherine wants for herself? What has she done to try to resolve that?
- 9. Do your siblings ever stand in the way of what you want? How? What have you done to solve that?
- 10. How are Catherine's rules good for David? How do her rules hold him back? How do Catherine's rules hold her back?
- 11. Name at least three characters who exhibit prejudice in RULES. What do they say or do which shows that prejudice?
- 12. How do Catherine's feelings change toward Jason as the book continues? What causes that change?
- 13. Some of Catherine's rules are what we might call "unwritten rules. How do people learn these rules? Why do we have them?
- 14. What choices does Catherine make near the end of the book that show growth on her part?
- 15. If Catherine were to write a rule at the very end of the book, what do you think it would be?
- 16. What do you think might happen next for Catherine with Kristi? What choices does Catherine have?

The Always War Discussion Questions

- 1. Why Did Tessa Follow Gideon down the alley?
- 2. Why was Dek hiding in the closet?
- 3. Why did no enemy planes attack them when they crashed?
- 4. What are the two countries finding over?
- 5. Why did Gideon need Tessa to loan him her computer?
- 6. What role did the computers play in the war?
- 7. Why didn't the computers tell nay one sooner
- 8. What role did Tessa play in stopping the war?
- 9. Had Gideon Ever flown a plane before?
- 10. Why did Gideon put a hole in between Tessa's and his room?
- 11. How did Tessa convince people that the war was really over?
- 12. How did the computers convince the countries not to attack each other?
- 13. Why didn't the government lock up the kids when they caught them?
- 14. How did dek outsmart the computers?

Flipped Discussion Questions

- 1. Why was Bryce immediately annoyed by his new neighbor, Juli? Why was Juli excited about Bryce moving in across the street from her?
- 2. What did the sycamore tree represent to Juli? How did she react after it was cut down and why?
- 3. What role did Grandpa Chet play in the relationship between Bryce and Juli? Who did Juli remind Chet of?
- 4. What member of the Loski family caused most of the dysfunction in the family? Why was this family member so bitter and critical of others?
- 5. Why did Juli's science project get so much attention at the state fair? What adults helped her and gave her guidance for her project?
- 6. Why did Juli want to clean up the front yard of her house? What did Bryce plant in Juli's front yard and why did he plant it there?
- 7. When did Bryce move into Juli Baker's neighborhood?
- 8. How does Bryce try to repel Juli in the fifth grade? Does this plan work?
- 9. Why is Juli in the tree?
- 10. What is Granddad's opinion of Juli?
- 11. Why can't Juli's family afford nice things?
- 12. Why do you think Juli wants to visit Uncle David with her father?
- 13. Explain the Basket auction.
- 14. What does Garrett mean when he says, "Dude, you have flipped" (p. 184)?
- 15. What grade are Juli and Bryce in at the beginning of the book?
- 16. Why did Bryce throw away Juli's chicken eggs?
- 17. Why did Garrett make fun of Juli's uncle?

- 18. Bryce's grandfather says about Juli, "Some of us get dipped in flat, some in satin, some in gloss.... But every once in a while you find someone who's iridescent, and when you do, nothing will ever compare." What makes Juli iridescent?
- 19. Why do Bryce and Juli's feelings for each other flip? Has your opinion about someone ever flipped?
- 20. Would you prefer to live in Bryce's family or Juli's family? Why?
- 21. When Juli and her dad talk about Bryce, her dad tells her to "start looking at the whole landscape." What do you think he means? Does Juli see the whole landscape?
- 22. Bryce keeps throwing out Juli's eggs because he doesn't want to tell her the Loskis don't want them. Do you think this was the right thing to do? What would you have done?
- 23. Juli tries hard to save the old sycamore tree because she loves it so much. Is there anything you would fight to save like Juli does?
- 24. Why has Juli not visited her Uncle David before?

Matched Discussion Questions

- 1. The story is told in Frist person. How would the story be different if someone besides Cassie was telling it?
- 2. Has anyone every passed down something to you or someone you know?
- 3. The society is only allowed one thing from the past. What would you pass own and why?
- 4. If you had to help choose the top hundred lists what list would be your top two choices for each category (music, art, literature)?
- 5. What is the purpose of the three emergency tablets each member of the Society is required to carry with them at all times? Why is Cassia encouraged to never take the green tablet? Consider the lack of ectiveness the tablets have on both Xander and Ky. In your opinion, does this put them at an advantage?
- 6. Consider your personal strengths. What role might you play in such a community? What problems might arise from being given a job based only on your strengths?
- 7. Throughout the course of the novel, Cassia, Xander, and Ky learn that the world as they know it might never be the same. In what ways will it be better or worse for them? Have you had an experience that reshaped your life? In what ways have you changed due to this incident?
- 8. Cassia has a special relationship with her grandfather. Why do you think he gave her the poem even though it was so dangerous?
- 9. Would you make the same decision as Cassia? Why or why not?
- 10. Why do you think the society decided to take the artifacts?
- 11. What kind of pill would you like to have?
- 12. Do you think that someone selecting your "perfect match" would influence your feelings about that person?
- 13. What Is Cassia's Initial impression of the official supervising her Matching? How Does her opinion of her change through the course of the novel? In what ways is the shift in her opinion indicative of her overall understanding of the workings of the Society?
- 14. Why did Cassie Father lose her grandfather's life sample?

No small victory discussion

- 1. What era did bonnie live in?
- 2. What happened when they went sliding on the ice?
- 3. Why wouldn't the teacher let her completed both grades 4 and 5 in the same year?
- 4. Why did they have to move so quickly?
- 5. What did Bonnie's dad do that was illegal?
- 6. What happened when the school became invested with lice? How did they cure it?
- 7. What book did bonnie want to read so badly?
- 8. Why did they let her compete in the spelling bee in the grade above hers?
- 9. Why do you think slinky gave bonnie the box of choc
- 10. Why could some people afford oranges and others couldn't?
- 11. What were something's they used in Bonnies school that we don't use in schools now?
- 12. . What loophole has Grandfather discovered to save the Browns from losing their furniture along with the farm? (pp. 3-4)
- 13. Why did the Browns lose their farm?
- 14. Why does Bonnie blame herself for Shadow's death? Do you think she should share in the blame? (p. 5)
- 15. Why are Mum and Mrs Elmhirst scrubbing the farmhouse with Lysol? What is Lysol? (p. 10)
- 16. Based on the description of the food and the house on pages 20-21, how do you know the Browns are in deep financial trouble?
- 17. What is a party-line telephone? Describe how it works. What are the advantages and drawbacks of such a telephone system? (In a few rural and remote areas, party-lines still exist today.)

- 18. When Bonnie receives a quarter from Mrs Elmhirst's son, she day-dreams about what to buy. Based on what she says she can buy in the General Store, what amount would her quarter be equal to today? What would you have bought with the quarter if you were Bonnie? Why?
- 19. Why is the chicken incubator such a valuable gift to the family?
- 20. Is Mr McDougall at fault for the chimney fire in the school. Why or why not?
- 21. Why is Archie so excited as he tells Bonnie about the upcoming spelling bee?
- 22. 22. Why did bonnie want to join the spelling bee?



Tisdale Community Library Teen Summer Challenge

2014



July 2 - August 26 Prize - Mini iPad Sponsored by Kramer



Page 2 One Point Tasks

1. Take a picture of yourself with a book, come and show us.
2. Which restaurant has the best burger in Tisdale? What's so good about it?
3. What's Tisdale's best "first date" place? Give us three reasons why.
4. How many friends do you have on Facebook, MySpace, your cellphone or in your address book?
5. If you could have a superpower, what would it be, and why?
6. If you could see any band in concert which would it be?
7. Name Five Movies that are going to be in theatres this summer
8. Hop on one foot and, at the same time, put one finger on your nose 15 times. Have a witness sign that you did it Witness name:
Witness signature:



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100 Point Tasks

- 1. Wearing Formal wear (tux or ballgown) eat a meal at a fast-food restaurant. Bring photographic evidence.
- 2. Read 20 books in one month; give us a short summary of each one. (Attach a separate page.)

3.	Go an entire week without riding in a car – use alternative
	transportation! Have a witness sign that you did it.
	Witness name:

Witness signature:



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7.	Be a statue for 20 minutes downtown. Have a witness sign that
	you did it.
	Witness name:
	Witness signture

- 8. Wear a Halloween costume and walk down main street. Bring photographic evidence.
- 9. Walk down main street with Tisdale Community Library written on your face. Bring photographic evidence.



Five Point Tasks

1.	Find your name in a "baby name" book and find out what your name means.
2.	Read a book. Write a one paragraph review. (Attach a separate page.)
3.	Design a piece of clothing – bring us the sketch. (Twenty bonus points if you make it and wear it to the library.) (Attach a separat page)
4.	With a witness present run or jog between Tisdale Town Square and Lion's Spray Park. Have your witness sign that you did it. Witness name: Witness signature:
5.	Write a one paragraph restaurant review.
6.	What are the three best things about either Facebook, Bebo, or MySpace?
7.	Time yourself reading a page from a book. How long did it take you?
8.	Name 5 Saskatchewan Roughriders.
9.	Who would be on your dream sports team, and what would they play?



Page 4

10. Madlib! Fill in the	blanks.				
Goldilocks and the Thr	Goldilocks and the Three (noun). There once				
were three	were three (noun), who lived together in a				
(noun).	(noun). They got up one morning and made				
(n	oun) for breakfast. C	One of the			
(n	oun) thought the bre	akfast was too			
(ac	djective), another the	ought the breakfast was			
too	(adjective), an	d the third thought the			
breakfast was too		(adjective). They went			
out for a while to	(verb). While they were gone.			
Goldilocks came to the	eir	(noun) and			
went in. She	(verb) their b	reakfast,			
	(verb) their	(noun) and			
(verb) their	reakfast, (noun) and(noun). The			
(noun) retu	rned soon after, and				
(ve	erb). Goldilocks	all(adverb)			
out of the	(noun). They a	all			
(verb)	(adverb) ever a	after. The End.			
11. Name the 3 books is	in Veronica Roth's <i>L</i>	Divergent series, in order.			
12. Bring one person you know to the Library to get their own Library card (a person who doesn't already have a card).					
13. Create an animal which doesn't currently exist. Draw a picture or tell us about it in one paragraph. (Attach a separate page)					
14. Write a paragraph separate page.)	review of your favor	rite video game. (Attach a			
15. Name two Metis L	eaders from 1885.				



Fifty Point Tasks

1. Make a backpack or purse using all of the following: twist t balloons, a rock, string, tape, and an old magazine. Bring it show us!				
	Eat 5 orange foods in one day. List all the foods that you ate and Name a book with the word <i>orange</i> in the title. Names of orange food: Title of Book			
3. N	Make a wallet from duct tape. Bring it in to show us.			
	tat all your food with chopsticks for a whole day – get a witness's signature after every meal.			
5.	Make a resume and cover letter for yourself to apply for the pretend job of "Library Greeter." Bring them in to show us.			
6.	Go to the spray park wearing a toque, mitts, scarf and read a book for 10 minutes. Have a witness sign that you did it. Witness name:			
	Witness signature:			



- 10. Make a home video featuring a rodent. Show it to us on your camera or phone in the Library. Appropriate content only, please.
- 11. Make a house of cards two feet high. Show us a photo of you with it.

12.	Go for five hours (w	hile awake) with	out talking. Hav	e a witnes
	sign that you did it.	Witness name:		
	Witness signature:			

- 13. Make a watermelon helmet and bring us a photo of you wearing it. (Twenty bonus points if you wear it into the Library.)
- 14. Make a shoe out of duct tape and bubble wrap. Wear it to the Library to show us.
- 15. Make a castle out of tin cans and take a picture. Show us the picture.
- 16. Make a lawn ornament with duct tape and wire coat hangers. Bring it in to show us.
- 17. Take a picture of seven trucks, four convertibles, three red bicycles and one motor scooter. Bring photographic evidence.
- 18. Make a life-sized person out of balloons, and bring it to show us.



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16. Name one Metis leader from today. 17. Which restaurant has the best French Fries in town? Why? Tell us in a paragraph. (Attach a separate page) 18. Take a picture of a pelican. Bring it to show us. 19. Bring us a picture of yourself reading. 20. Sit down at Town Square. Count how many people pass you in 20 minutes. Write the number here. 21. Draw a picture of your favorite video game character. Bring it to show us. 22. Collect three pizza flyers, and bring them to show us. 23. Go to the public pool. Jump in the water and yell, "I love reading!" Have a witness sign that you did it. Witness name: ______
Witness signature: ______ 24. Call a radio station and request a song. Have a witness sign that you did it. Witness name: Witness signature: ______ What song did you request? ______



25.	Guess the number of Skittles in a bag before opening is. What is your guess? Now open the bag and count the
	Skittles – how many are there? What is the
	difference between the two numbers?
26	. Take a picture of your name (ex. on a book cover, CD cover, magazine, sign post, etc.). Show us your picture.
27	. Hold onto a tree for dear life for 30 seconds. Bring photographic evidence.
28	. Draw something that expresses how you feel about Tisdale Community Library.
29	. Wear as many T-shirts as possible at the same time. How many did you wear? Take a photo to show us.



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Twenty Point Tasks

1. Make a short movie based on something you have read. Tell us about it (Attach a separate page), or bring it in to show us on your camera or phone.
With a witness present, swim 10 laps in a pool. Have your witness sign that you did it. Witness name: Witness signature:
3. Make an edible book and take a picture of it. Show the library staff your picture. (Visit www.adage-edition.com/livremangeable)
4. Make a craft that you find in a book. Bring it in to show us!
5. Bring a hand puppet or stuffed animal to the Library, and have it try and convince us to give it a library card.
6. Volunteer to read with a Grade 1, 2, or 3 student during the Ready, Set, Read program. Call the library to arrange the reading.
7. Using a famous photo, put yourself in the picture, either with computer graphics or with a photocopier. Bring it to show us!
8. Learn how to do a yo-yo trick. Show your trick to a Library staff member.
9. Make a pair of glasses using plastic wrap, popsicle sticks, jujubes, and toothpicks. Bring it to show us.



11. With a witness present, sink 20 baskets (basketball.) Have your witness sign that you did it. Witness Name:
Witness signature:
12. Go to a move theatre dressed up as the main character from a movie. Have a witness sign that you did it. Witness name: Witness signature:
13. Get caught dancing somewhere – in your room, in the mall, on the sidewalk! Describe what happened. (Attach a separate page.)
14. Go to a police officer and take a picture with him/her. Show us the photo.
15. Make a car out of a cardboard box, and bring it in to show us.
16. Run a kilometer. Have a witness sign that you did it. Witness name: Witness signature:
17. Make a necklace with paperclips and buttons. Bring it in to show us.
19. Go swimming in the public pool with water wings. Bring photographic evidence.
20. Wear <u>all</u> of your clothes backwards, come and show us.



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Ten Point Tasks

1.	Read a book and watch the move based on the book. Compare the two in a paragraph. (Attach a separate page)
2.	Learn to say "I love books" or I love reading in 3 different languages. Write them here.
3.	Send us a postcard when you're on a trip? Send it to: Tisdale Community Library Can You Handle It? Teen Summer Contest Box 2499 Tisdale, Sk. S0E 1T0
4.	Using two different search engines of your choice, search for "socks." What are the results in each engine? (List 10 of the websites you find – five from each search engine.)
5.	In a paragraph, review your favorite You Tube movie. (Attach a separate page.)
6.	Find a famous person from Tisdale and photocopy/print it to show us.
7.	Come to the library dressed as your favorite book character (ten bonus points if you act our a scene from the book!)
8.	Go visit the Doghide Art Gallery. Which art did you like the best? Title of the pieceName of the artist



- 9. Make a Lego tower bigger than three feet tall. Bring a photo of you with the tower.
- 10. Make a family tree for your family, back to your great-grandparents. Bring it in to show us.
- 11. Make a giant ice cream sundae, and bring us a picture.
- 12. Wear five hats at the same time in a public place. Bring photographic evidence.
- 13. Make a family out of milk jugs draw faces, make accessories, be creative! Take a picture of it or bring it to the Library.
- 14. Dress like you're from the 70s. Bring us a picture. (Ten bonus points for wearing it to the Library)
- Dress up as your favorite graphic novel character and come and show us.
- 16. Run around the Town Square clock 40 times. Have a witness sign that you did it. Witness name: ______ Witness signature: _____
- 17. Read a book with the word "Sleep" or "Monkey" or "Round " in the title. What was the book called?
- 18. Make an animal out of toothpicks and marshmallows. Bring photographic evidence, or bring the animal in to show us.



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Fifteen Point Tasks

- 1. Write a song. (Attach a separate page, ten bonus points for performing the song in the library.)
- 2. Write a poem (Attach a separate page) (Ten bonus points for reciting the poem in the library)
- 3. Play 9 holes of golf. Show us your golf receipt or have a witness sign that you did it.
- 4. Make a comic book and show us
- 5. Perform a spontaneous act of kindness and tell us about it. (Attach a separate page)
- Learn to juggle. Juggle for 30 seconds in front of a library staff member.
- 7. Create a puppet. Do a spontaneous puppet show in the library for a library staff member.
- 8. Get a picture of you and a gopher. Show it to us!
- 9. Walk form Wicks to 7-11. Tell us about what you saw along the route. (Attach a separate page.)
- Say the alphabet backwards (from memory!) to a library staff member.

В		N	G	0	
MYSTERY OR SUSPENSE	YOUR CHOICE	ROMANCE	HISTORICAL FICTION	HUMOR	
BOOK ON CD	SHORT STORIES	YOUR CHOICE	WESTERN	A BOOK PUBLISHED LAST YEAR	
INSPIRATIONAL	BOOKS MADE INTO MOVIES	A BOOK YOUR FRIEND LIKED	YOUR CHOICE	SCIENCE FICTION/FANTASY	
NON-FICTION STORY	BOOK BY YOUR FAVORITE AUTHOR	MAGAZINE	DVD OF YOUR CHOICE	YOUR CHOICE	
CONTACT INFORMATION:					

NAME:

PHONE NUMBER: