

Gold Age

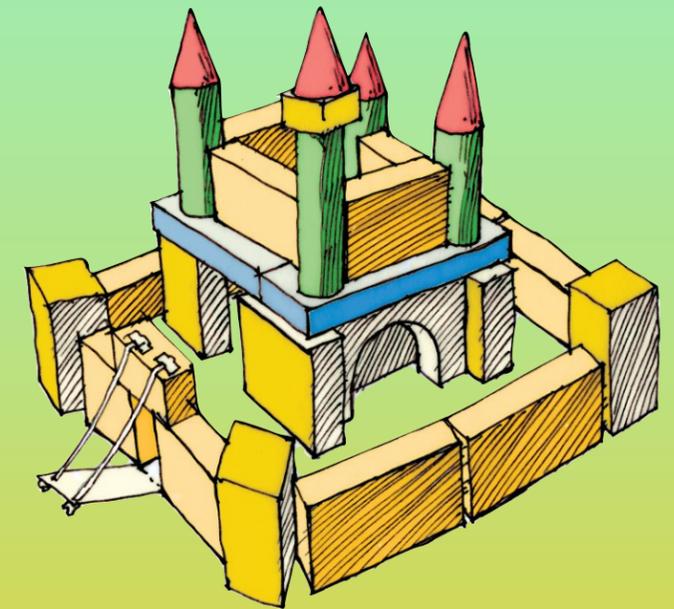
Each activity is worth 10 points.

- Make a card to be delivered to someone at a local senior living community. Do this at home or join us to create kindness together at one of our **Stamped with Kindness** programs on Tuesday 7/18 at the North County Branch, Wednesday 7/19 at the Chestertown Branch, or Monday 7/24 at the Rock Hall Branch.
- Create a model of your home out of clay, cardboard, or any other 3D materials.
- Read 10 non-fiction books.
- Read 10 fiction books.
- Read for 30 minutes.
- Listen to 3 audiobooks.
- Build a flipbook (use paper or make it online) and show it to a librarian.
- Engineering Challenge:** Take one pack of index cards, 12 inches of tape, and build a structure that is at least 2 feet tall and can hold a small stuffed animal. Take a picture and show us!
- Build a cardboard city at home or at one of our **Cardboard Cities** programs on Monday 7/31 at the Chestertown Branch or Wednesday 8/2 at the Rock Hall Branch.
- Build an instrument you can play out of recyclable materials.
- Read an entire series of books.
- Read a book about a country that is not part of North America.
- Read a book about a historical event that has directly affected your life.
- Read one book that starts with each letter of your first name.
- Mirrors, Windows, and Doors Challenge:**
 - Read a book that is a **mirror** and shows you someone like you or a family, place, or experience that is part of your life.
 - Read a book that is a **window** and shows you someone who is NOT like you or a family, place, or experience that is NOT part of your life.
 - Read a book that is a **door** and opens your imagination into a world that doesn't exist at all!

Bonus Activity! If you're entering 5th or 6th grade in the fall of 2017, you can participate in the "A Book That Shaped Me" summer writing contest sponsored by the Library of Congress. Cash prizes are awarded to state and national winners. Entries must be turned in to KCPL by Friday, July 8th. For more details and contest rules, just ask!

2017 Summer Reading Game

BUILD A BETTER WORLD™



Summer Reading Game sign up begins:
Monday, June 19th

The final day to play and pick up prizes is:
Saturday, August 5th

Kent County
PUBLIC LIBRARY

Hey, grown-ups!
This message
is for you. 😊

Starting in late-July, we'll be asking you to complete a short survey about your experience with the summer reading program. A few minutes of your time giving feedback will help us make next summer even better!

Complete the survey online at kentcountylibrary.org/events/summer.php or pick up a paper copy at the library.

Thank you for supporting Kent County Public Library and being a part of the Build a Better World program!

Sand Age

Sand Age activities are for ages 0-5.

 = 1 point

 = 5 points

-  Learn 3 new nursery rhymes together.
-  Read a story out loud to a friend or pet.
-  Create a piece of art for the art wall.
-  Build a sculpture out of things you find at home.
-  Read a book about a place you have never visited.
-  Read 5 picture books together.
-  Visit a park to play, hike, and explore.
-  Check out 15 library books.
-  Build a reading fort at home or register to join us for Family Forts After Hours at the Chestertown Branch on Thursday 7/20.
-  Dance and sing together or join us on Tuesday 7/25 for a kid-rock concert by THE CAT'S PAJAMAS at the Chestertown and North County branches.
-  Take a walk outside and build a collage out of natural treasures you find.
-  Perform an act of kindness for someone or place a slip of kindness into the library kindness jar.
-  Add your name to the Build a Better World bridge.
-  Play a game together. Tic-tac-toe, hopscotch, peek-a-boo - it's up to you!
-  Work on a puzzle at home or at the library.

Bronze Age

Each activity is worth 1 points.

-  Attend a Summer Reading kickoff event. Write the secret code here:

-  Visit Bedtime Math at bedtimemath.org and solve the math puzzle of the day.
-  Visit a park or playground.
-  Tell a librarian one way you are building a better world.
-  Read a book about famous buildings.
-  Build an acrostic poem using each letter of your first name to start a line.
-  Use code.org to build computer code! Choose from any of the courses or from the Hour of Code section.
-  Find the hidden pictures on the library's poster.
-  Complete the library scavenger hunt.
-  Add your name to the Better World Bridge at the library.
-  Add a sentence to the library story.
-  Draw and design a house, school, or other kind of building for the library art wall.
-  Answer the library question of the week.
-  Build with LEGOs at home or at the library.
-  Attend a library Summer Reading Finale event. Write the secret code here:

Silver Age

Each activity is worth 5 points.

-  Add a note to the Build a Better World Wall.
-  Read 5 non-fiction books.
-  Read 5 fiction books.
-  Read about a place you've never been.
-  Help build the Build a Better World jigsaw puzzle in the library.
-  Build a sculpture out of recyclable materials.
-  Research a famous architect and create or draw something in their style.
-  Visit TumbleBooks, Overdrive, or hoopla from our eLibrary and read an eBook.
-  Perform an act of kindness for someone. Tell us about it!
-  Write and send a letter to someone. Need postage? Bring your letter to the library.
-  Create a blueprint of your dream school or home.
-  Write a review of your favorite book.
-  Read a book about someone making a difference.
-  Place a slip of kindness into the library kindness jar. (Ask a librarian for details!)
-  Add a title to the library's Tower of Books challenge.