

ULTIMATE ROAD TRIP PLANNERS

AGES

Tweens 9–12

Teens 13–18

Multigenerational

PROGRAM DESCRIPTION

Nothing screams summer adventure more than a road trip! In this program, tweens or teens plan their ultimate summer road trip using online resources, working individually or in groups. After their planning session, they can make (or just eat) road trip snacks while waiting for others to finish. Depending on your participants, you could also create first-aid or activity kits (better for tweens). After everyone is done, set up a projector and give them the option to share their dream road trip destinations! Suggested runtime: 90 minutes.

MATERIALS AND PREPARATION

Questions to ask:

- Where is their final destination?
- Where would they stay en route?
- Who would they travel with?
- What roadside attractions would they stop and see?
- Where would they eat along the way?
- Would they pass by any interesting national parks?
- What would they visit at their destination?

Preparation:

- Decide on parameters. Should their destination be within your state, the U.S., or anywhere on the world?
- Decide which website(s) you want to encourage them to use (see Resources).
- Set up the projector and laptop (or a mini projector) so they can share highlights of their dream road trips (optional).
- To help spark ideas, decorate the program space with photos of unique roadside attractions, unusual AirBnbs, and popular routes.
- Set out road map books and travel guides to flip through.
- Have computers (or iPads) available for those without

TIP:

Set up Mario Kart for participants to play if they have extra time (good for tweens and above).

ADAPTATION:

For children and tweens, make road trip puzzle kits. Print travel-friendly puzzles, DIY games, and coloring sheets from the Standalone Printables chapter, and let them choose their favorites to make personalized kits.

ADAPTATION:

Activity kits could include simple embroidery projects, jewelry-making projects, or magnetic games. First-aid kits that include travel-size bottles of hand sanitizer, sunscreen, bug repellent, band-aids, etc. are also a good option.



Image source: Shutterstock

GAME/ACTIVITY | LOW COST

phones.

Snack ideas:

- Trail mix (popcorn, pretzels, nuts, M&Ms, chocolate covered raisins, etc.)
- Fruit leather
- No-bake energy bites (oats, peanut butter, honey, chocolate chips, Craisins, salt, etc.)

UNIQUE SPACE AND/OR PERSONNEL NEEDS

Solo-librarian friendly

RESOURCES

Web

Road Trip Planning

OMG! Category on Airbnb: <https://www.airbnb.com/stays/omg>

The Historical Marker Database: <https://www.hmdb.org/>

"Roadside Attractions" in Atlas Obscura: <https://bit.ly/3Xy4PD3>

"Take a Virtual Visit to a National Park" from National Park Foundation: <https://bit.ly/3r9pwcB>

Road Trip Game Ideas

Magnetic license plate game from Comic Con Family: <https://bit.ly/3NAhYH0>

"Popsicle Stick Playing Cards" from Instructables: <https://bit.ly/3NvECjZ>

"Finger Twister" from Later Gator Crafts: <https://bit.ly/3XvZe04>

"The Great Alphabet Race" from Handmade Charlotte: <https://bit.ly/3CTGOgo>

Books

Road Trip Fiction

The Vanderbeekers on the Road (The Vanderbeekers #6) (2023) by Karina Yan Glaser (middle grade)

Road Tripped (2019) by Pete Hautman (YA)

Here We Are Now (2017) by Jasmine Warga (YA)

When You Get the Chance (2021) by Tom Ryan (YA)

Boys of the Beast (2022) by Monica Zepeda (YA)

Love and Other Train Wrecks (2018) by Leah Konen (YA)

Printables

Road Trip Bingo (in Spanish and English)

TIP:

Keep potential food allergens separate and/or have participants note any food allergies when they sign up.

TIP:

Be sure to display your collection of map books and tour guides! Think Lonely Planet, Fodor's, National Geographic, and DK Eyewitness series.

TIP:

Going Places: Victor Hugo Green and His Glorious Book (2023)—about Black motorists during Jim Crow—makes a good middle grade read-aloud.

ROAD TRIP BINGO

Find these signs on your next road trip!



BINGO DE VIAJE POR CARRETERA

¡Encuentra estas señales en tu próximo viaje por carretera!



PASSIVE | DECORATION/DISPLAY | LOW COST

WHERE HAVE YOU BEEN? WALL MAP

AGES

Multigenerational

PROGRAM DESCRIPTION

Affix a large map to a wall of the library, then highlight and label travel destinations. If a patron has been to a place, they take a round sticker to tape one end of a piece of thread to that location, then carry the other end of the string to the area outside the map, where they tape a photo of themselves in that location. Using stickers instead of pins allows multiple patrons to add overlapping stickers. If a place has been visited by many people, it would end up with threads leading to many pictures of your patrons. This program can be tweaked to fit any travel theme or geographic area. Consider making a handout about how to find travel resources in your library. Suggested runtime: Passive.



Image source: Shutterstock

MATERIALS AND PREPARATION

Materials:

- Laptop and projector
- Large sheets of paper or posterboard
- Markers
- 1-inch dot stickers
- Removable sticky dots for photos
- Thin string, such as thread or embroidery floss

Preparation:

- Decide on your scale: Do you want to have a map of your county, state, region, the United States, or the world?
- Decide on a theme, such as National Parks, incredible architecture, road trip destinations, countries, etc.
- Label destinations that fit your map and theme.

Make the map:

- Tape a large sheet of kraft paper to the wall and project your desired map onto it.
- Using a pencil, trace the outline of your map at the desired scale.
- Go over the pencil outline with a marker.
- Add destinations to the map.
- Post instructions so patrons know how to add to the map.

ADAPTATION:

Skip the wall map, and have patrons fill out one-page worksheets about a place they visited. Display them in the library.

TIP:

Ask patrons to give their photos to the librarian, who can update the bulletin board. This helps to ensure photo appropriateness and keeps the display looking neat.

TIP:

Instead of tracing a map, you can purchase one or print multiple pages to tape together (laminates the pages if you'll want to reuse them).

PASSIVE | DECORATION/DISPLAY | LOW COST

UNIQUE SPACE AND/OR PERSONNEL NEEDS

Solo-librarian friendly. Wall space is needed, but the map can be sized to fit your space.

RESOURCES

Web

Popular American tourist destinations from *Explore*:

<https://bit.ly/434hoqL>

State-by-state attractions from *Attractions of America*:

<https://bit.ly/44nBv4n>

U.S. News Travel (for destinations, guides, and rankings):

<https://travel.usnews.com>

Printables

Tell Us About Your Trip (in English and Spanish)

TIP:

Be sure to display your collection of map books and guidebooks. Think Lonely Planet, Fodor's, National Geographic, Rand McNally atlases, and DK Eyewitness series.

[illegible]

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

PASSIVE | DECORATION/DISPLAY | LOW COST

LET'S EXPLORE THE SPANISH SPEAKING WORLD!

AGES

Multigenerational

PROGRAM DESCRIPTION

Want to promote Spanish language-learning and travel to Spanish-speaking countries? Make an interactive bulletin board! Ask patrons if they've been to any of the places you list, and invite them to submit their own photos. Alternatively, let patrons vote on where they most want to go from your list of adventurous locations. Display fiction and nonfiction related to each place. This is also a great opportunity to display travel books and/or your language-learning and ESL resources. Suggested runtime: Passive.

MATERIALS AND PREPARATION

Materials:

- Bulletin board or wall space

RESOURCES

Printables

Let's Explore the Spanish-Speaking World! (in English and Spanish)

TIP:

If patrons submit older photos, make a copy (or ask them to bring in a copy) so there's no risk of damage to the original.

TIP:

If a travel destination generates a lot of interest, hold an end-of-summer event or presentation about that place.

TIP:

Pair these locations with Jaramillo's Tiny Travelers series.

TIP:

If you have Spanish-speaking immigrants in your community, ask them about the wonders of where they're from and include those locations in your display.

LET'S EXPLORE THE SPANISH-SPEAKING WORLD!

- Have you ever seen a parrot in El Yunque National Forest (Puerto Rico)?
- Have you ever taken a trip to Peru's Sacred Valley (including Machu Picchu, Ollantaytambo, Sacsaywamán, Moray, and Cuzco Sacsaywamán, Moray, and Cuzco)?
- Have you ever seen a painting by Goya or Velázquez at the Prado Museum in Madrid?
- Have you ever been to Gaudi's La Sagrada Familia in Barcelona?
- Have you ever seen a blue-footed booby on the Galapagos Islands? (Other animals that live there: tortoises, finches, lizards, iguanas, sea lions, Galapagos penguins, sea turtles.)
- Have you ever seen a sloth in the Amazon rainforest? (Other animals that live there: green anacondas, capybaras, macaws, toucans, poison dart frogs, black caiman crocodiles, Amazonian tapirs, red howler monkeys, jaguars, Amazon river dolphins.)
- Have you ever gazed at Iguazu Falls (at the border between Argentina and Brazil)?
- Have you ever seen colorful Guna clothing in Panama's San Blas Islands?
- Have you seen the glow at the firefly sanctuary in Tlaxcala, Mexico?
- Have you tasted the fruits from the market at Old Town Harrisburg in Houston, Texas?
- Have you ever swum with the manatees along the Mayan reef (aka the Mesoamerican barrier reef system)?

¡EXPLOREMOS EL MUNDO DE HABLA HISPANA!

- ¿Alguna vez has visto un loro en el Bosque Nacional El Yunque (Puerto Rico)?
- ¿Has realizado alguna vez un viaje al Valle Sagrado de Perú (incluidos Machu Picchu, Ollantaytambo, Sacsaywamán, Moray y Cuzco Sacsaywamán, Moray y Cuzco)?
- ¿Has visto alguna vez un cuadro de Goya o Velázquez en el Museo del Prado de Madrid?
- ¿Has estado alguna vez en La Sacrada Familia de Gaudí en Barcelona?
- ¿Alguna vez has visto un piquero de patas azules en las Islas Galápagos? (Otros animales que allí habitan: tortugas, pinzones, lagartijas, iguanas, lobos marinos, piqueros de patas azules, pingüinos de galápagos, tortugas marinas).
- ¿Alguna vez has visto un perezoso en la selva amazónica? (Otros animales que viven allí: anacondas verdes, capibaras, guacamayos, tucanes, ranas venenosas, cocodrilos caimanes negros, tapires amazónicos, monos aulladores rojos, jaguares, delfines del río Amazonas).
- ¿Alguna vez has mirado las Cataratas del Iguazú (en la frontera entre Argentina y Brasil)?
- ¿Alguna vez has visto ropa colorida Guna en las Islas San Blas de Panamá?
- ¿Has visto el resplandor en el santuario de las luciérnagas en Tlaxcala, México?
- ¿Has probado las frutas del mercado en Old Town Harrisburg en Houston, Texas?
- ¿Alguna vez has nadado con los manatíes a lo largo del arrecife maya (también conocido como el sistema de arrecifes de barrera mesoamericano)?

BIRD WATCH QUEST

AGES

Children 5–8

PROGRAM DESCRIPTION

This program is an in-library bird scavenger hunt for budding twitchers! Hang photos of individual birds throughout the library, each with a QR code that links to the sound that bird makes. Children receive small birding journals in which they identify the birds they find. This program can be passive or require engagement throughout the summer (i.e., you can “release” a new bird every week). Children will love learning about the birds they see in their own neighborhood. Suggested runtime: Passive.



Image source: CSLP

MATERIALS AND PREPARATION

Materials:

- Printed birding journals (1 per participant)
- Printed photos of birds (to hang)
- Generated QR codes for bird sounds, added to each bird
- Clipboards (optional)
- Crayons or colored pencils (optional)
- Prizes

Preparation, if making your own booklet:

- Research birds and choose a few that are local to your area.
- Create and print birding journals with a checkbox for each bird.
- Decide whether to “release” one bird per week or all at once.
- Create a QR code that links to the sound of each bird.
- Print photographs of the birds you want to use for your quest (with QR codes).
- Hang them up on your chosen schedule.
- When ready, invite patrons to join your library’s Bird Watch Quest. Give fun hints.
- Give rewards to those who finish the quest by identifying all the birds.

RESOURCES

Web

“50 Birds, 50 States” videos from *National Geographic Kids*:
<https://bit.ly/44s3Bvx>

TIP:

Provide rewards for those who complete the quest! Think bird whistles, bird stickers, binoculars, etc.

ADAPTATION:

For tweens, omit the bird IDs from the birding journals, and set out bird books for them to ID the birds on their own.

TIP:

Create a display of bird field guides and bird-themed books that participants can use for further exploration.

GAME/ACTIVITY | PASSIVE | LOW COST

“Birds” from National Geographic Kids: <https://bit.ly/43kwpoR>

Birdwatching cams from All About Birds (The Cornell Lab): <https://bit.ly/3psrK6g>

“Audubon for Kids” from Audubon: <https://bit.ly/3NSPjyx>

Books

Picture Books

Bird Watch: What Will You Find? (Backyard Explorer) (2020) by Storey Publishing and illustrated by Oana Befort

Emperor Penguin (Young Zoologist) (2022) by Dr. Michelle LaRue and illustrated by Pham Quang Phuc

A Peek at Beaks: Tools Birds Use (2021) by Sara Levine and illustrated by Kate Slater

Feathers Together (2022) by Caron Levis and illustrated by Charles Santoso

A Garden to Save the Birds (2021) by Wendy McClure and illustrated by Beatriz Mayumi

Harriet’s Ruffled Feathers: The Woman Who Saved Millions of Birds (2022) by Joy McCullough and illustrated by Romina Galotta

A Warbler’s Journey (2022) by Scott Weidensaul and illustrated by Nancy Lane

Early Readers and Middle Grade

The Extraordinary World of Birds (2022) by David Lindo and illustrated by Clair McElfatrick (early reader)

The Atlas of Amazing Birds (2019) by Matt Sewell (early reader)

How to Feed Backyard Birds (2022) by Chris Earley (middle grade)

The Puffin Keeper (2022) by Michael Morpurgo and illustrated by Benji Davies (middle grade)

Printables

Birding Journal (in English and Spanish)



BIRDING JOURNAL



☐ Listen!

2.



American Goldfinch

11.



☐ Listen!

10.



American Robin

3.



☐ Listen!

4.



Blue Jay

9.



☐ Listen!

8.



Northern Mockingbird

5.



☐ Listen!

6.



Mourning Dove

7.



DIARIO DE OBSERVACIÓN DE AVES



☐ ¡escucha!

2.



Jilguero americano

11.



☐ ¡escucha!

10.



Petirrojo americano

3.



☐ ¡escucha!

4.



Arrendajo azul

9.



☐ ¡escucha!

8.



Sinsonte nortño

5.



☐ ¡escucha!

6.



Paloma de luto

7.

YOU CHOOSE THE ADVENTURE

AGES

Children 5–8

Tweens 9–12

PROGRAM DESCRIPTION

Children vote to decide what happens next in a Choose Your Own Adventure-style story. Simply adjust the story complexity for children or tweens. You can adapt a book in the public domain, pull content from the Create Your Own Story wiki, or ask a teen writer (or your Teen Advisory Board) to write an original story with branching choices. Each week, display a new section of the story, and give two options for the character to choose from. They vote each week using tally slips and a sealed ballot box. Instructions are for an in-library display and voting system, but this program is easily adapted to virtual platforms. Suggested runtime: Passive.

MATERIALS AND PREPARATION

Materials:

- Display area or table, ideally under a blank wall or bulletin board
- Blank ballots and pencils
- Ballot box for votes
- Content for voting

Preparation:

- Decide how many weeks to run the program.
- Consider writing the story over time, according to the previous week's votes, to minimize the workload (which otherwise grows exponentially with each branch).
- Adapt a public domain book or a story from the Create Your Own Story Wiki to fit your timeline. Solicit teen volunteers, if possible.
- Create a flowchart to envision the story's progression.
- Create an eye-catching display area for the story. If you have a bulletin board, decorate it with thematic story elements.
- Prepare a ballot box, but don't pre-print ballots in advance (until you know what the next week's story options will be).
- Display information about the voting timeline. When are votes due? When will they be tallied? When with the next story section be released?

To run:

- Each week, display the next section of the story (in a large, easy-to-read font) with two choices for how the story should proceed. Leave



Image source: Shutterstock

ADAPTATION:

Read the story on TikTok or other social media platform, and use the poll feature to allow viewers to vote on what happens next.

ADAPTATION:

For younger children, write a live-action adventure story in which they choose what happens (and perform the actions) as you go along.

DECORATION/DISPLAY | PASSIVE | LOW COST

up previous sections so patrons can see how the story formed.

- Set out new ballots (with the current week's options) and pencils.
- Once the story is complete, finalize the display and leave it up for a few weeks.
- Consider asking tweens to read the story at your end-of-summer event.

UNIQUE SPACE AND/OR PERSONNEL NEEDS

Solo librarian friendly. You may want to source a teen volunteer writer.

RESOURCES

Web

"Best Children's Books in the Public Domain": from Goodreads: <https://bit.ly/4438BqF>

Create Your Own Story Wiki: <https://bit.ly/3pq3emh>

Picture Books

Endlessly Ever After: Pick Your Path to Countless Fairy Tale Endings! (2022) by Laurel Snyder and illustrated by Dan Santat

What If...? Then We...: Short, Very Short, Shorter-than-Ever Possibilities (2019) by Rebecca Kai Dotlich and illustrated by Fred Koehler

Recommended Series

The Power to Choose series (2017–20) by Adir Levy et al. (early reader)

Case Closed series (2019–22) by Lauren Magaziner (middle grade)

You Choose: Prehistoric Survival Series (2020) (middle grade)

Escape from a Video Game series (2020–22) by Dustin Brady and illustrated by Jess Brady (middle grade)

You Choose: Chasing Fame and Fortune series (2021–22) (middle grade)

Pick Your Own Quest series (2018–23) (middle grade)

YOU CHOOSE THE ADVENTURE

AGES

Children 5–8

Tweens 9–12

PROGRAM DESCRIPTION

Children vote to decide what happens next in a Choose Your Own Adventure-style story. Simply adjust the story complexity for children or tweens. You can adapt a book in the public domain, pull content from the Create Your Own Story wiki, or ask a teen writer (or your Teen Advisory Board) to write an original story with branching choices. Each week, display a new section of the story, and give two options for the character to choose from. They vote each week using tally slips and a sealed ballot box. Instructions are for an in-library display and voting system, but this program is easily adapted to virtual platforms. Suggested runtime: Passive.

MATERIALS AND PREPARATION

Materials:

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- Blank ballots and pencils
- Ballot box for votes
- Content for voting

Preparation:

- Decide how many weeks to run the program.
- Consider writing the story over time, according to the previous week's votes, to minimize the workload (which otherwise grows exponentially with each branch).
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Image source: Shutterstock

ADAPTATION:

Read the story on TikTok or other social media platform, and use the poll feature to allow viewers to vote on what happens next.

ADAPTATION:

For younger children, write a live-action adventure story in which they choose what happens (and perform the actions) as you go along.

DECORATION/DISPLAY | PASSIVE | LOW COST

up previous sections so patrons can see how the story formed.

- Set out new ballots (with the current week's options) and pencils.
- Once the story is complete, finalize the display and leave it up for a few weeks.
- Consider asking tweens to read the story at your end-of-summer event.

UNIQUE SPACE AND/OR PERSONNEL NEEDS

Solo librarian friendly. You may want to source a teen volunteer writer.

RESOURCES

Web

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Create Your Own Story Wiki: <https://bit.ly/3pq3emh>

Picture Books

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Escape from a Video Game series (2020–22) by Dustin Brady and illustrated by Jess Brady (middle grade)

You Choose: Chasing Fame and Fortune series (2021–22) (middle grade)

Pick Your Own Quest series (2018–23) (middle grade)

COMPETING ROBOTS

AGES

Children 5–8

Tween 9–12

PROGRAM DESCRIPTION

Robot adventure competitions, anyone? This program points you to instructions for making two simple robots. The first—and simplest—is a DIY hexbug nano made out of the head of a toothbrush. Once constructed, children create race tracks out of recyclables to hold hexbug races. The second is a more complex—but still relatively simple—scribble bot. Once constructed, hold scribble bot art contests. This program can also be adapted in many ways. In a more involved program, children build their own robots out of found materials and/or recyclables, then attach a motor to see how their robot moves (these unique robots also make for excellent library displays; inventors name their robots and write where the robot will go on its next adventure). Be sure to have volunteers on hand to help with the tech. Suggested runtime: 60–90 minutes.

MATERIALS AND PREPARATION

For DIY Hexbug Nanos

Materials for each hexbug:

- Toothbrush head
- Vibrating motor with attached leads
- Cell batteries (size 2032)
- Glue dots (2)
- Rainbow loom rubber bands (2)

Preparation:

- Buy inexpensive toothbrushes in bulk; saw their heads off
- Order supplies
- Make a test robot to show as an example!
- See Resources for detailed instructions.

For Doodle Bots

Materials:

- Recycled round containers (any kind)
- Hot glue gun and glue sticks
- Extra glue sticks or erasers (for offset weight)
- Masking tape
- Markers
- AA battery

TIP:

For robot assembly kits that include all the parts, check out Kidz Robotix or Green Science from 4M, or a DC motors kit.

ADAPTATION:

Consider a maker faire event, where local engineers, inventors, or crafts people talk about what they make and how they make it.

TIP:

For the most basic moving robot, you'll need a mini DC motor with +/- leads that attach to a battery, plus a way to attach the motor to the body of the robot. Mini DC motors are relatively inexpensive; they come in vibrating and revolving versions.

TIP:

If running a more complex program in which children take apart found materials, require gloves and safety goggles..

WARNING:

Cell batteries and rubber bands are a choking hazard. If younger children are present, extra monitoring is required.

ARTS & CRAFTS | STEM

- AA battery holder
- Wire
- DC motor
- Switch
- Googly eyes and pipe cleaners (optional)

See Resources for detailed instructions.

UNIQUE SPACE AND/OR PERSONNEL NEEDS

A room with tables and chairs.

RESOURCES

Web

“DIY Hexbug Nano” from *Crafting a Green World*: <https://bit.ly/442gqNd>

How to Make an Art Bot from *Makerspaces.com*: <https://bit.ly/3PxTtx3>

“Scribble Bots: Make Your Own Drawing Robot” from Questacon on YouTube: <https://bit.ly/3PwwXVf>

“How to Build Coffee Bots” from *Make Magazine*: <https://bit.ly/3NThzRu>

Robot Books

Robo-Motion: Robots that Move Like Animals (2021) by Linda Zajac (early reader NF)

Henry Heckelbeck Builds a Robot (2022) by Wanda Coven and illustrated by Priscilla Burris (early reader F)

Becoming Bionic and Other Ways Science Is Making Us Super (2023) by Heather Camelot (middle grade NF)

The Brainiac's Book of Robots and AI (2023) by Paul Virr and illustrated by Harriet Russell (middle grade NF)

Bots! Robotics Engineering (Build It Yourself) (2019) by Kathy Ceceri and illustrated by Lena Chandhok (middle grade NF)

Totally Real Tech That Will Change Life as You Know It (2022) by Stephanie Warren Drimmer (middle grade NF)

TIP:

CSLP programming is not tied to specific books. If your budget is limited, search your current collection for books—old and new—that fit a robot theme!

ADVENTURES IN BREAKING

AGES

Tweens 9–12

Teens 13–18

PROGRAM DESCRIPTION

Breaking, aka breakdancing, was born in the Bronx, New York in the 1970s, and is the first original form of hip-hop dance. Summer 2024 marks the first year it will be included in the Olympic Games. To build enthusiasm for the sport, invite tweens or teens to play judge—according to Olympic judging categories, of course!—for a variety of breaking videos. Performances could be sourced from YouTube or streamed from online sources, as long as you have a public performance license. Suggested runtime: 45 minutes for judging.



Image source: Shutterstock

MATERIALS AND PREPARATION

Olympic judging metrics:

- 60% for technique, performativity, creativity (combined)
- 40% for variety, musicality, and personality (combined)

About breaking:

- Breakers are also known as b-boys and b-girls.
- Athletes go up against each other 1:1, taking turns known as battles or throw downs.
- Each throw down lasts 60 seconds.
- Moves fall into one of two categories: Toprock (standing moves) and downrock (floor moves)

Preparation:

- Decide whether you will provide clips of different breakers or ask participants to submit YouTube videos of their favorite b-boys and b-girls before the program.
- With 60-second rounds, the judging tournament goes by quickly. Prepare some longer videos to watch and/or plan to screen a film after the judging.

ADAPTATION:

If breaking is popular in your area, consider inviting an established breaking instructor or performer to teach a workshop. Liability waivers would be required.

TIP:

Use the official Olympic category weightings, or for the sake of simplicity, present the categories as equally weighted.

TIP:

This program also works well as a virtual event.

GAME/ACTIVITY | LOW COST

- Prepare a laptop and projector to show the video entries.

For the event:

- Keep submissions anonymous.
- Consider structuring the viewing tournament-style, with each winning breaker moving onto the next round.
- Give everyone score cards they can raise in the air (big numbers on printer paper).

UNIQUE SPACE AND/OR PERSONNEL NEEDS

Solo-librarian friendly

RESOURCES

Web

“Breaking” from Olympic Games: <https://bit.ly/3NpaRkQ>

Breaking Books

The Roots of Rap: 16 bars on the 4 Pillars of Hip-Hop (2019) by Carole Boston

Weatherford (picture book NF)

Breaking to the Beat (2023) by Linda J. Acevedo and illustrated by Frank Morrison (early reader NF)

When the Beat Was Born: DJ Kool Herc and the Creation of Hip Hop (2013) Laban

Carrick Hill (Early Reader NF)

Can't Stop, Won't Stop: A Hip-Hop History (Young Adult Edition) (2021) by Jeff Chang and Dave

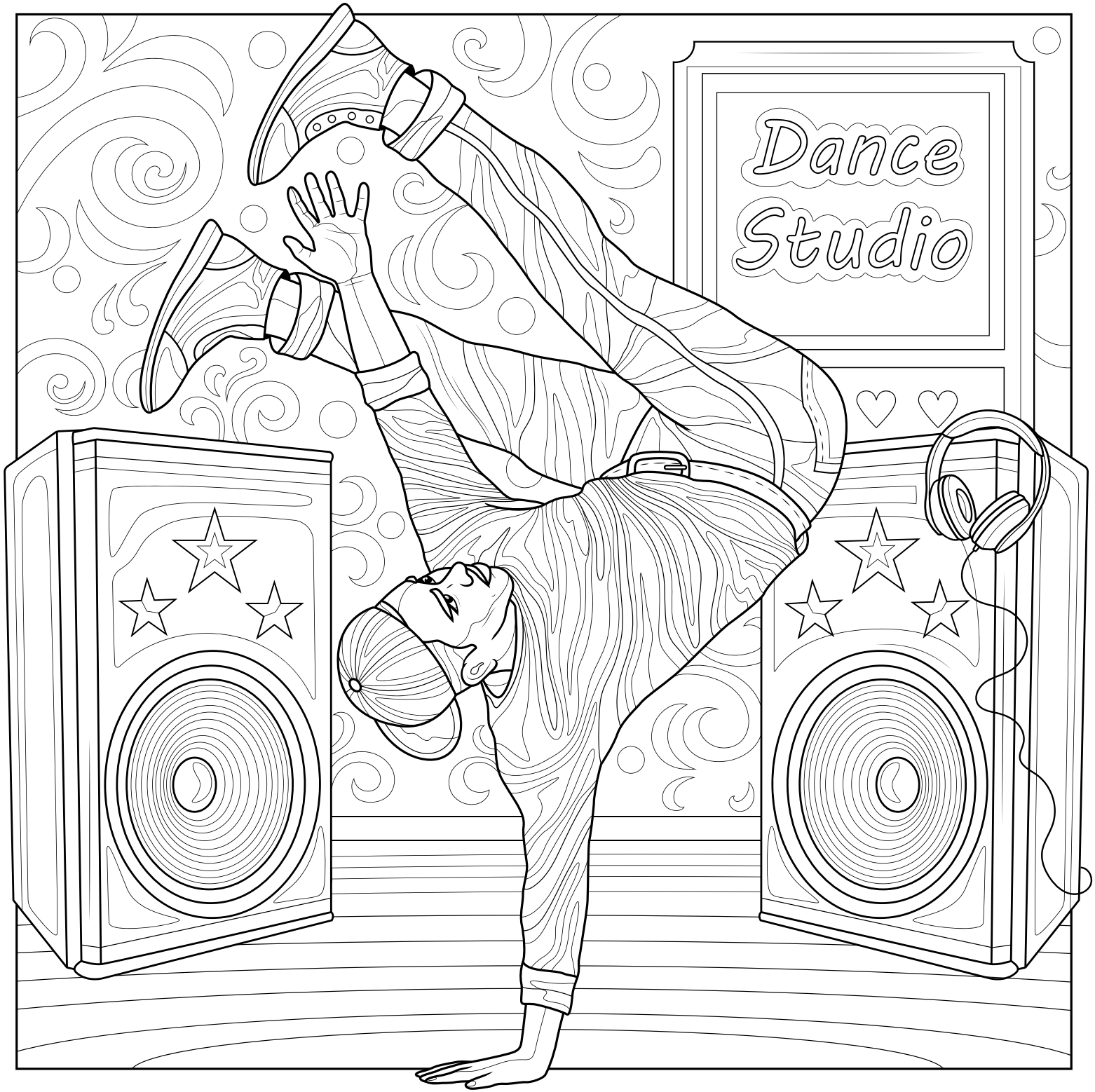
“Davey D” Cook (YA NF)

A Very Large Expanse of Sea (2018) by Tahereh Mafi (YA F)

Show and Prove (2015) Sofia Quintero (YA F)

Printables

Breaking Coloring Sheet



BUILDING VIRTUAL WORLDS

AGES

Tweens 9–12

Teens 13–18



Image source: Shutterstock

PROGRAM DESCRIPTION

Calling all dreamers and gamers! In this program, tweens or teens build digital 2- or 3-D worlds. Choose a specific game or platform, or let participants choose their favorite (if they're already familiar with one). Participants imagine their dream bedroom, house, or neighborhood, or recreate an adventure scene from their favorite book or movie. They can also go big to create imagined cities, nations, and worlds, but a smaller-scale map typically works better within library time constraints. Here are some virtual games and map-making tools to consider:

- **Minecraft:** Challenge tweens to world-building at any scale (real or imagined). See Resources for activity idea from Minecraft Education. Minecraft comes in both desktop and mobile versions, and works well for mixed age groups.
- **The SimCity BuildIt app:** Another great world-building game with interactive gameplay. SimCity BuildIt requires that participants have devices, although it can also be played on a desktop if an Android emulator, such as LDPlayer, is installed.
- **Inkarnate.com:** A web app that's lets you use your imagination to make beautifully illustrated 2D fantasy maps at any scale.
- **ArcGIS Story Maps:** A desktop place-based storytelling tool from Esri Canada.
- **EdrawMax:** Free customizable 3-D directional maps (subscription option for more features). The software must be download and installed on a desktop.

Suggested runtime: 60–90 minutes.

MATERIALS AND PREPARATION

Materials:

- Computers or devices with your chosen software installed

Preparation:

- Familiarize yourself with the program you want to use.
- Put out a call for teen gamers familiar with the software.
- Consider offering incentives for teen volunteers.
- Sort out tech requirements. How many backup computer stations or devices do you need to have on hand?

TIP:

Challenge participants to build a SIM of your public library with new design elements, such as a tween/teen room, gaming room, makerspace, extra floors, etc.

TIP:

Consider running a program both for tweens and teens together. Teens show off their gaming skills and help troubleshoot, and tweens get to learn from teens, which they love.

ADAPTATION:

For a more teen-focused program, incorporate more complex information about GIS mapping, remote sensing, and spatial analysis. Consider making Story Maps using ArcGIS desktop software, which use GIS data based on a series of events, such as important events from a life, story, or sporting event.

GAME/ACTIVITY | STEM | LOW COST

- Require sign-ups so everyone gets access to the tech they need.

Tips for running a Minecraft program:

- Purchase a dedicated java server, and create a unique library account to play on.
- Be willing to kick people out if they don't follow the rules.
- Suggest rules of play for a Minecraft:
- Participants can only play on the library's dedicated server and devices.
- Do not spawn (it lags the server).
- Do not destroy something someone else created.
- Everyone starts off in creative mode (but you can allow survival mode).
- No food or drink.

UNIQUE SPACE AND/OR PERSONNEL NEEDS

A dedicated indoor space with tables and chairs, or a computer lab, is ideal.

RESOURCES

Web

Middle grade video game books: <https://bit.ly/44s6lsP>

"Mapping Our World" from *Minecraft Education*: <https://bit.ly/3NvOhqS>

"Story Setting" from *Minecraft Education*: <https://bit.ly/436l1eX>

SimCity BuildIt: <https://bit.ly/3NUG00H>

Inkarnate: [Inkarnate.com](https://inkarnate.com)

"Get to Know ArcGIS StoryMaps" from Esri: <https://bit.ly/3PBW8Wh>

"Maps & Map Tools" from *D&D Compendium*: <https://bit.ly/3rdE0I7>

"3D Directional Map Template" from EdrawMax: <https://bit.ly/436MNCr>

"Mapping Software for K-12 Instruction" (free) from Esri.com:
<https://bit.ly/433Tege>

Board Games to Consider

Continent Race Geography Learning Game

Ravensburger Labyrinth Family Board Game

Crew: The Quest for Planet Nine

Geografika World Map Game by UnikPla

Books

Amazing Minecraft Bite-Size Builds (2022) from Mojang Synergies AB
(middle grade NF)

Maps: Deluxe Edition (2020) by Aleksandra and Daniel Mizieliński (middle grade NF)

Explorapedia: Amazing Explorers of the World and Their Journeys of Discovery (2022) by Emma Marriott and Michelle Pereira (middle grade NF)

The Writer's Map: An Atlas of Imaginary Lands (2018), edited by Huw Lewis-Jones (adult F)

TIP:

Enlist older children/teens to help run the program and teach the librarian how Minecraft works.

TIP:

For nation-building games (for older teens), consider *Nation States* (www.nationstates.net) or *Politics & War* (www.politicsandwar.com).

TIP:

For more GIS books, check out Esri Press: <https://bit.ly/3CTyBJ1>

ADVENTURE SELFIE PHOTO EDITING CONTEST

AGES

Tweens 9–12

Teens 13–18

PROGRAM DESCRIPTION

Tweens and teens edit their best selfies into adventurous backgrounds. **They do NOT take actual adventure selfies (these can be dangerous), so please make sure they know that real adventure selfies will not be accepted.** You can use various photo editing software — both paid and free — to remove backgrounds and add layers. Whatever software you use, it is typically done in two general steps: 1) remove the background from the selfie; 2) add an adventure photo as a new layer underneath. Give teens the option to display their photos on a bulletin board. Either have participants vote at the end of the activity or, for a summer-long passive program, ask local volunteers to judge the contest according to specific categories. Suggested runtime: 60 minutes.

MATERIALS AND PREPARATION

Preparation:

- Create a library account for Adobe Express or Shutterstock. Create, and edit a sample photo so you can help troubleshoot.
- Decide on contest rules, theme, length, and deadline.
- Print instructions for photo editing as well as contest rules.
- Have a device ready to take photos if participants don't have their own.
- Create an in-library display and voting station for the submitted photos (optional).
- Gather prizes for contest winners!

Use Adobe Express:

1. Create a free account and log in to Adobe Express.
2. At the bottom of the home screen, under “Try a quick action,” click “Remove background.”
3. Upload your selfie. After the background is removed, click “Customize”
4. In the lefthand bar of the editor, click “Photos,” then “Upload Photo” to

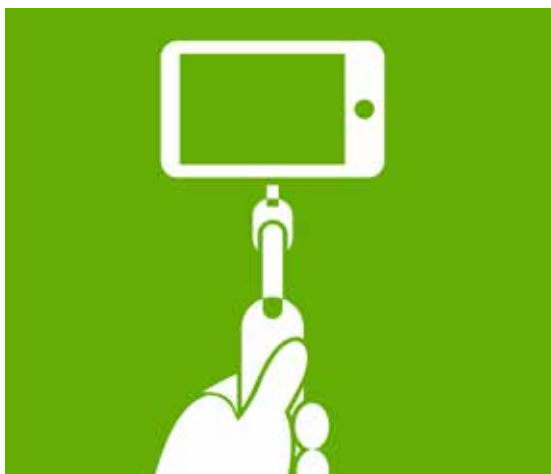


Image source: Shutterstock

TIP:

Set up a green screen in the library where teens can take selfies with clean backgrounds. Tape green paper to the wall in a tile-like grid (it doesn't have to be perfectly smooth to work).

TIP:

Tech-savvy teens may want to use more advanced design programs, such as Photoshop or free Photoshop-like programs such as GIMP or Paint. Try to have an expert on hand to help troubleshoot.

ADAPTATION:

Instead of adventure photos, make Instagram frames and filters using the AR Filter app.

ADAPTATION:

For an online program, post the adventure selfies to the library's social media account or create a gallery of submissions (permission forms required).

GAME/ACTIVITY | STEM | LOW COST

upload your adventure background

5. You should now see a stack of layers. Drag your selfie photo to the top.

6. Resize the images on both layers to your desired layout.

7. When finished, click “Download” to the right on the top sidebar.

Use Shutterstock Create:

1. Create an account and log in to Shutterstock Create.

2. Click “Uploads” in the righthand sidebar, and upload a selfie.

3. Click “Remove Background” at the top of the screen.

4. Touch up with the “Erase” tool at the top of the screen if necessary.

5. Click the pages icon at the far bottom right of the screen to add a new layer.

6. Add the adventure background as a layer.

7. On the selfie layer, move yourself into the best spot in the photo.

8. Click “Download” at the top of the screen.

Voting categories to consider:

- Most creative
- Most realistic
- Most mysterious
- Most unexpected
- Goofiest
- Best local adventure
- Best international adventure
- Best supporting character

UNIQUE SPACE AND PERSONNEL NEEDS

Solo librarian-friendly

RESOURCES

Web

Adobe Express: <https://express.adobe.com>

Shutterstock Create: <https://bit.ly/3XD0tc7>

Books

Photo Adventures: How to Bend Reality with Photography (2019) by Jan van Holleben (early reader NF)

Extraordinary Women with Cameras (2022) by Vanessa Perez and Darcy Reed (middle grade NF)

Photographic: The Life of Graciela Iturbide (2018) by Isabel Quintero and illustrated by Zeke Peña (graphic novel) (YA NF)

National Geographic Photo Basics (2019) by Joel Sartore (adult NF)

TIP:

Patrons can also set up their own Adobe Express accounts, as a credit card is not required.

TIP:

If you sign up for a free Shutterstock trial so participants can edit their photos, be sure to cancel before 30 days so your credit card doesn't get charged.

TIP:

For in-person programs, ask tweens and teens to share their favorite photo-editing programs. Let them help each other with tech.

TIP:

For adventure photos in the public domain, try Pixabay or Pexels. They can also use photos from their own camera rolls.

TIP:

Do Ink, a user-friendly green screen app (\$5) is another great option to install on a library iPad. www.doink.com

IN A WORLD...BUCKET LISTS AND FANTASIES

AGES

Teens 13–18

Adults

PROGRAM DESCRIPTION

Participants assemble a bucket list journal to record where they want to go and what they want to do. Journals can be simple, or you could combine this with a paper-making and/or bookbinding program. Alternatively, provide discarded books to turn into altered book journals. See Resources for journal prompts to kickstart the imagination, which can also be used on social media as online conversation starters.

This program can also be modified to focus on fantasy and world-building. Provide blank journals in which patrons answer more open-ended questions. What does their ideal world look like? If not limited by reality, what fantastical adventure would they take?

For a passive program, set out blank journals next to a display of travel and bucket list-inspired books. Or hold a passive adventure contest: Two different adventures (or fantasy books) compete for “most interesting” every week. At the end of the summer, crown one as the ultimate adventure and create a photo booth for patrons to photograph themselves doing that thing.

Suggested runtime: 60 minutes.

MATERIALS AND PREPARATION

For the bucket list journals:

- Printed copies (see Resources)
- Stapler
- Construction paper or scrapbook paper for a cover (optional)

For the cover collage:

- Inexpensive journals or composition books:
- Old maps and magazines
- Misc. art supplies: Ribbons, stickers, stamps and ink pads, etc.
- Scissors
- Glue or Mod Podge
- Clear contact paper (to protect the finished collage)
- Access to a color printer, for printing photos from phones (optional)

ADAPTATION:

For multigenerational programs, pair patrons up according to place (one who wants to go and one who has been) for a conversation starter. Or let families work together to come up with a summer bucket list, and create a display of books about local family adventures.

TIP:

Also makes a great take-and-make kit. Include a QR code with instructions.



Image source: Brandi Burton of East Baton Rouge Parish Library System in Baton Rouge, LA

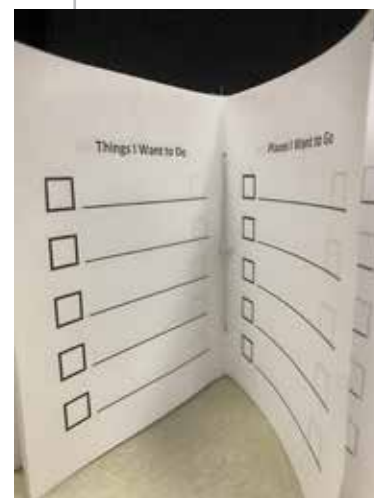


Image source: Brandi Burton of East Baton Rouge Parish Library System in Baton Rouge, LA

ARTS & CRAFTS | LOW COST | PASSIVE

UNIQUE SPACE AND/OR PERSONNEL NEEDS

Solo-librarian friendly.

RESOURCES

Books

Journaling Books

Making Memories (2022) by Amy Tangerine and illustrated by Tracey English (early reader NF)

The Universe in You: A Microscopic Journey (2022) by Jason Chin (middle grade NF)

Journal Sparks (2017) by Emily K. Neuburger (middle grade NF)

I Am Not a Label (2020) by Cerrie Burnell and illustrated by Lauren Mark Baldo (middle grade NF)

Burn After Writing Teen (2019) by Rhiannon Shove (YA NF)

Teen Writer's Guide (2020) by Jennifer Jenkins (YA NF)

The Writer's Map: An Atlas of Imaginary Lands (2018), edited by Huw Lewis-Jones (adult F)

Creative Journaling (2020) by Renee Day (Adult NF)

Middle Grade Fantasy—in Spanish and English

The Storm Runner / El hijo del trueno (2019) by J.C. Cervantes.

The Total Eclipse of Nestor Lopez / El eclipse total de Néstor López (2020) by Adrianna Cuevas

Pony / Poni (2021) by R.J. Palacio

YA Fantasy—in Spanish and English

Raybearer / Radiante (2023) by Jordan Ifueko

Rima's Rebellion / La rebelión de Rima Marín (2022) by Margarita Engle

Iron Widow / Viuda de hierro (2021) by Xiran Jay Zhao

All of Us Villains / Todos somos villanos (2022) by Amanda Foody and C.L. Herman

Skin of the Sea / La piel de las sirenas (2021) by Natasha Bowen

Cemetery Boys / Los chicos del cementerio (2021) by Aiden Thomas

Legendborn / Legendborn (2020) by Tracy Deonn

Adult Fantasy—in Spanish and English

The Inheritance of Orquídea Divina / La herencia de Orquídea Divina (2022) by Zoraida Córdova

The Hacienda / La hacienda (2022) by Isabel Cañas

The Priory of the Orange Tree / El priorato del naranjo (2019) by Samantha Shannon

Invasión silenciosa (2021) by Jenaro Martínez. Only in Spanish.

The Locked Tomb series / Saga de la tumba sellada (2019) by Tamsyn Muir

Black Leopard, Red Wolf / Leopardo negro, lobo rojo (2019) Marlon James

Gods of Jade and Shadow / Dioses de jade y sombra (2020) by Sylvia Moreno-Garcia

Project Hail Mary / Proyecto Hail Mary (2021) by Andy Weir

The Thursday Murder Club / El club del crimen de los jueves (2020) by Richard Osman

The Founders Trilogy / Trilogía los fundadores (2018–22) by Robert Jackson Bennett

Printables

Bucket List Journal (in Spanish and English)

Dreamy Adventure Journal Prompts (in Spanish and English)

THINGS I WANT TO DO:

☐ _____

☐ _____

☐ _____

☐ _____

☐ _____

☐ _____

PLACES I WANT TO GO:

☐ _____

☐ _____

☐ _____

☐ _____

☐ _____

☐ _____

THINGS I WANT TO DO:

☐ _____

☐ _____

☐ _____

☐ _____

☐ _____

☐ _____

PLACES I WANT TO GO:

☐ _____

☐ _____

☐ _____

☐ _____

☐ _____

☐ _____

LUGARES A LOS QUE
QUIERO IR:

[illegible]

COSAS QUE QUIERO HACER:

[illegible]

LUGARES A LOS QUE
QUIERO IR:

[illegible]

COSAS QUE QUIERO HACER:

[illegible]

DREAMY ADVENTURE JOURNAL PROMPTS

If you could travel anywhere, where would you go and why?

What has been the biggest adventure of your life so far?

If you could build the world from scratch, what would it be like?

What type of person would you want to go on an adventure with and why?

What would be your best skills on a travel adventure?

If you got lost in the woods (or in a city), what would you do?

MENSAJES DE DREAMY ADVENTURE JOURNAL

Si pudieras viajar a cualquier parte, ¿a dónde irías y por qué?

¿Cuál ha sido la mayor aventura de tu vida hasta ahora?

Si pudieras construir el mundo desde cero, ¿cómo sería?

¿Con qué tipo de persona te gustaría ir en una aventura y por qué?

¿Cuáles serían tus mejores habilidades en una aventura de viaje?

Si te perdieras en el bosque (o en una ciudad), ¿qué harías?

ADVENTURE AWAITS, BUT WHAT WILL IT TAKE?

AGES

Children 5–8

PROGRAM DESCRIPTION

In this passive program, children help decide what to pack in a real suitcase. Create laminated photos of things that can be packed, and leave them around the children's area to be found and brought to the suitcase. Redistribute the photos frequently so the suitcase can be continually re-packed. For more complexity, add a clue for each item that needs to be packed. You could also have several different suitcases for different types of adventure: Desert, jungle, beach, hiking, picnic, bird-watching, etc. Suggested runtime: Passive.

MATERIALS AND PREPARATION

Materials:

- Bulletin board display with an image of a suitcase (or a real suitcase)
- Laminated images of things to pack
- Paper and pencils (optional)
- Suggestion box (optional)

Preparation:

- Decide on the theme for your suitcase(s)
- Create display
- Print and laminate images of things to pack
- Distribute images through the library or children's area
- Create clues for each item (optional)

UNIQUE SPACE AND/OR PERSONNEL NEEDS

Solo-librarian friendly. Display space required, whether a wall space or a table top.

RESOURCES

Books

Early Readers

Bad Kitty Goes on Vacation (2020) by Nick Bruel

Pete the Cat's Family Road Trip (2020) by James

TIP:

Inside the Suitcase (2021) by Clothilde Perrin is a good read-aloud to pair with this program.

TIP:

Be sure to include photos of silly items to pack...a kitchen sink, a dragon, a microwave, etc. so children get to make some decisions.

ADAPTATION:

Children submit ideas for what to pack in a suggestion box or directly to the librarian, who then adds them to the bulletin board (words and/or photos).

ADAPTATION:

Add braille to the laminated photos using a handheld braille labeler.



Image source: Shutterstock

DECORATION/DISPLAY | PASSIVE | LOW COST

Dean and Kimberly Dean

Mrs. Barr Has Gone Too Far! (My Weirder-est School #9) (2021) by Dan Gutman and illustrated by Jim Paillot

Dog Diaries: Ruffing It (Dog Diaries #5) (2021) by James Patterson

Mia Mayhem Rides the Waves (Mia Mayhem #11) (2021) by Kara West and illustrated by Leeza Hernandez

InvestiGators series (2020–) by John Patrick Green

SENSORY SCAVENGER HUNT

AGES

Children 5–8

PROGRAM DESCRIPTION

Children go on a sensory scavenger hunt around your library! This program can be run indoors or outdoors, and it is easy to adapt to the space and items you have available. It also makes a great take-home activity. If running this outdoors, be sure there are no dangerous plants nearby before you encourage children to touch things (e.g., poison ivy, stinging nettles, etc.) Fidget toys or scratch-and-sniff stickers make for good sensory prizes. Suggested runtime: 45 minutes.

MATERIALS AND PREPARATION

Materials:

- Printed scavenger hunt lists (make a version specific to your library)
- Sensory stations as needed

Indoor Scavenger Hunt Ideas

Touch

- Wind (from a fan)
- Something wet (water in a tub)
- Something soft (a plushie)
- Something gritty (bin of sand)

Smell

- Cut flowers
- Grass clippings
- Old books

Sound

- Pages turning
- Laughing or talking
- Singing (recording)

Taste

- Sweet (candies)
- Salty (chips)

Sight

- View from a window
- An optical illusion
- Specific colors

ADAPTATION:

Instead of providing only a written list, include images next to words and/or read the lists out loud, a few items at a time.



Outdoor Sensory Scavenger Hunt Ideas

Touch

- Something bumpy
- Something soft
- Something warm

Smell

- A flower with a scent
- A smell you like

Sound

- A sound made by an animal
- Something loud
- Something that crunches

Taste

- Something humans could eat
- Something an animal would eat

Sight

- Something green
- Something tiny
- Something long

RESOURCES

Web

Sensory scavenger hunt from *The Pragmatic Parent*: <https://bit.ly/3PBWwEd>

“Sensory Nature Scavenger Hunt” from *Racheous*: <https://bit.ly/3pkRhhP>

Books

Picture Books

I Spy: A Book of Picture Riddles (2022) by Jean Marzollo and illustrated by Walter Wick (picture book NF)

Stop and Smell the Cookies (2022) by Gibson Frazier and illustrated by Micah Player (picture book)

Listen (2021) by Gabi Synder and illustrated by Stephanie Graegin (picture book)

Detective Mole (2021) by Camilla Pintonato

Early Readers

You Can't Taste a Cat with a Pickle in Your Ear (2022) by Harriet Ziefert and illustrated by Amanda Haley

The Tasty Treat (Nocturnals series, Early Reader Level 1) (2019) by Tracey Hecht and illustrated by Josie Yee

The Barnabus Project / El proyecto Barnabus (2020) by The Fan Brothers. Separate Spanish and English editions.

Paige Proves It series (2021–) by Amy Marie Stadelmann

Harper series (2020–) by Cerrie Burnell and illustrated by Laura Ellen Anderson

Super Detectives! series (2021–) by Cale Atkinson

The Secret Signs of Nature (2022) by Craig Caudill and illustrated by Carrie Shryock (middle grade NF)

KNOT YOUR AVERAGE ADVENTURE

AGES

Multigenerational

PROGRAM DESCRIPTION

From sailing to rock climbing, knots are an integral part of any adventure. But did you know you can make fun knot puzzles as well? Set up stations throughout the room, and put instructions for tying a different knot (or solving a particular knot puzzle) at each station. Stations could emphasize different uses (safety, art, pulleys) or materials (rope, twine, string), or you could group stations by difficulty. This program also includes several detailed puzzle ideas. Consider running competitive knot-tying or puzzle-solving races or relays, and give out prizes. Suggested runtime: 60–90 minutes.

MATERIALS AND PREPARATION

Materials knot tying:

- Rope cut into different lengths
- A lighter (to melt the ends of nylon rope)
- Duct tape (to secure the ends of cotton or twine rope)
- For a half hitch or noose knot station, a post or an upturned table leg
- For a pulley station, a 2x4, two chairs, a pulley, and a stack of books
- For tug-of-war station, long ropes with different kinds of knots.

Preparation for knot-tying stations:

- Choose which knots to demonstrate and practice them
- Gather examples of how the knots are used
- Set up and test all stations
- Create instructions for every station
- Create a take-home handout (optional)

See Printables for step-by-step knot puzzles.

UNIQUE SPACE AND/OR PERSONNEL NEEDS

Larger groups will need several volunteers to help troubleshoot knot tying.

ADAPTATION:

Create take-and-make kits for simple knot-tying projects, such as a macrame keychains or paracord bracelets.



Image source: Yun-Yi Lin of Princeton Public Library, Princeton, NJ



Image source: Yun-Yi Lin of Princeton Public Library, Princeton, NJ



Image source: Yun-Yi Lin of Princeton Public Library, Princeton, NJ

RESOURCES

Web

“Tie Essential Scouting Knots” from Scouting Magazine: <https://bit.ly/3XAeGbt>

Bead puzzle from *Instructables*: <https://bit.ly/44l5Jol>

Diamond knot puzzle from CbyS Paracord on YouTube: <https://bit.ly/3CRa9rx>

Two rings puzzle from Paracord Planet on YouTube: <https://bit.ly/3NAIAJ4>

Books

Knots for Kids (2022) by Buck Tilton and illustrated by Christine Connors
(middle grade NF)

Printables

Bead Puzzle

Diamond Knot Puzzle

Two Rings Puzzle

ADAPTATION:

Make it a craft program where everyone makes a rope puzzle to take home. Show everyone how to make the same one, or if you have enough volunteers, give participants a few to choose from.

TIP:

The knot puzzles have to be assembled in the exact right order. It may take more than one try to assemble them, so be patient.

TIP:

Puzzle size can be scaled smaller or larger. Just remember to adjust the rope/string length accordingly.

TIP:

You can also buy inexpensive rope puzzle kits on Amazon.

BEAD PUZZLE

MATERIALS

- Reused flat material, such as cardboard or plastic
- Ruler
- Pencil
- At least 24 inches of yarn or string
- A hole punch
- A pony bead

INSTRUCTIONS

1. Make a flat rectangle that is 1 by 5 inches. Round the edges if they are too sharp.
2. Lay the rectangle vertical and punch two centered holes: One inch from the top, and one inch from the bottom.
3. Fold the string in half and thread the two ends into a pony bead. Tie a knot to secure the bead to the string.

4. Thread the looped end front to back through the bottom hole.
5. Now thread the same looped end from front to back through the top hole.
6. Now thread the same looped end back through the bottom hole from back to front.
7. Loop the end over the bead, then pull the beaded end taut against the hole.
8. Pull the secured loop backwards into the first hole to finish assembling. The puzzle is now ready to solve.

PUZZLE GOAL:

Extract the bead and string from the rectangle.

SOLUTION:

Reverse the order of the puzzle assembly to solve it.



Image source: Yun-Yi Lin of Princeton Public Library, Princeton, NJ

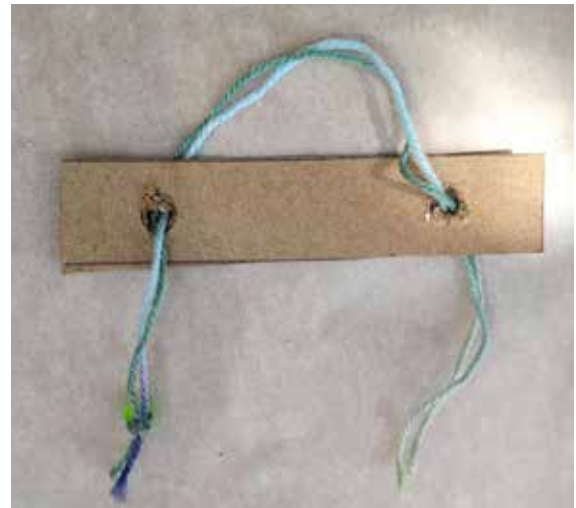


Image source: Yun-Yi Lin of Princeton Public Library, Princeton, NJ

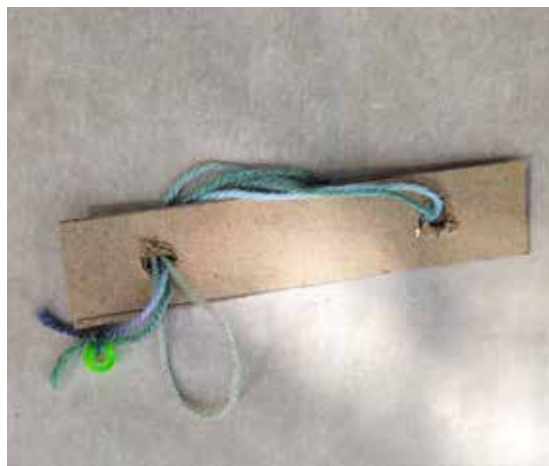


Image source: Yun-Yi Lin of Princeton Public Library, Princeton, NJ

DIAMOND KNOT PUZZLE

MATERIALS

- 6-inch length of 2x4
- Ruler or measuring tape
- Pencil
- 2 eye screws, with holes big enough for chopstick or doweling
- A ¾ inch or shorter regular screw or an eye screw
- 24–26 inches of paracord
- Power drill and drill bits
- 1 chopstick or piece of doweling
- Optional: Sandpaper, matches or lighter, hacksaw

INSTRUCTIONS

1. Arrange the wood vertically.
2. Measure ½ inch below the top and draw a line. Then mark the line ½ inch from each edge. You will have two marks for drilling.
3. On the bottom, mark one spot 1 inch from the bottom in the middle of the width.
4. Pre-drill the three holes.
5. Twist an eye screw into each of the two top holes, with the eyes facing each other.
6. Use the paracord to follow STEP-BY-STEP DIAMOND KNOTS on the next page.
7. Trim and burn the end of the paracord to melt it and keep it from unraveling
8. Use a screw to secure the unknotted end of the rope to the bottom hole.

TO ASSEMBLE

1. Thread the chopstick through two eye screws. Place the knot side of the rope under the threaded chopstick with the knot away from the bottom. Pull the knot towards the chopstick to check that the knot does not slip through. Saw off the excess chopstick.

2. Move the paracord outside of the chopstick (you may need to remove and rethread one end of the chopstick to release). Follow the pictures in DIAMOND KNOT PUZZLE ASSEMBLY to prepare the puzzle (steps 11–13).
3. Fold the paracord in half and feed the middle under the chopstick in position.
4. Thread the knot over the chopstick, through and under the middle loop.
5. Grab the three strands of rope and gently pull them towards the secured end of the rope, bringing the knot closer to the chopstick while pulling the intersecting loops underneath the chopstick.
6. Once the puzzle is assembled, adjust the rope so it lays evenly along the wood.

PUZZLE GOAL:

Without moving the doweling itself, move the knot to the other side of the doweling.

SOLUTION:

See DIAMOND KNOT PUZZLE SOLUTION



STEP-BY-STEP DIAMOND KNOTS

1.



2.



3.



4.



5.



6.



7.

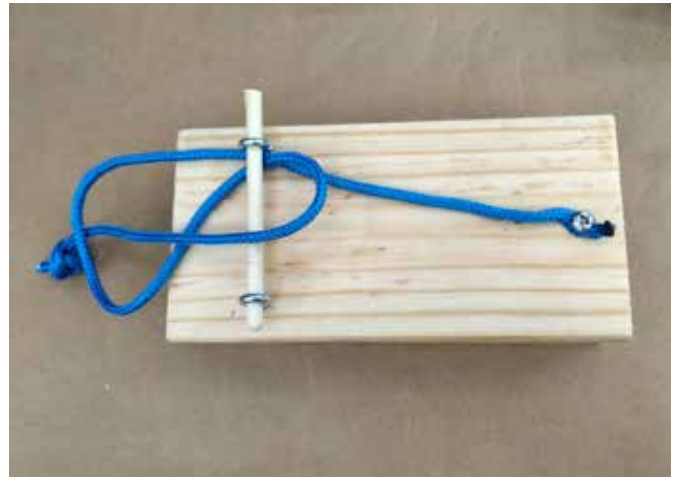


DIAMOND KNOT PUZZLE ASSEMBLY

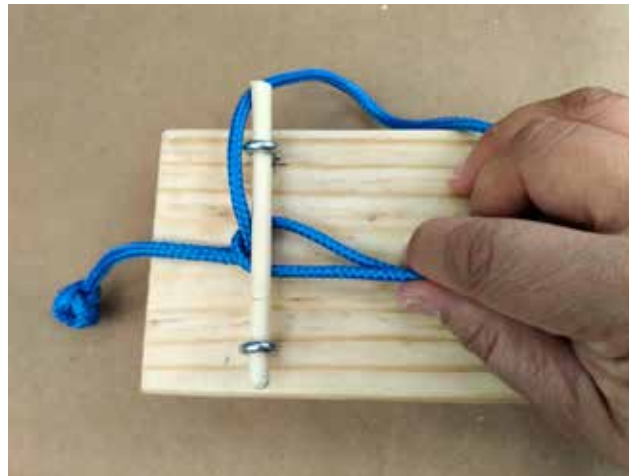
1.



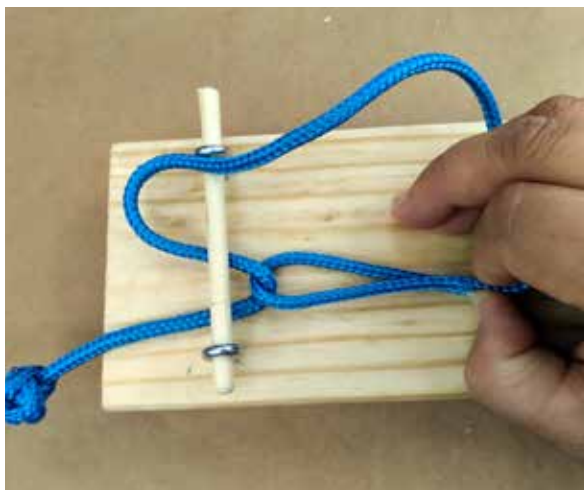
2.



3.



4.

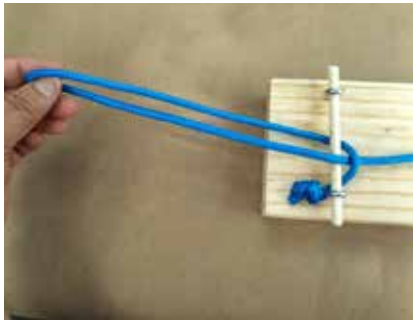


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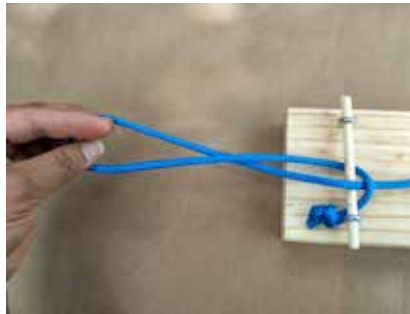


DIAMOND KNOT PUZZLE SOLUTION

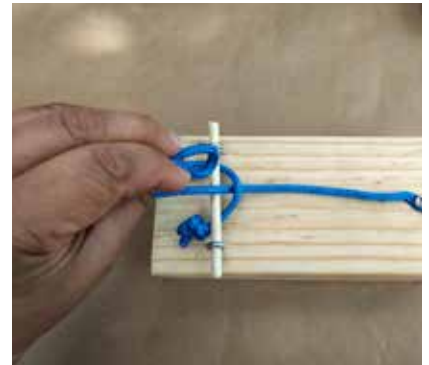
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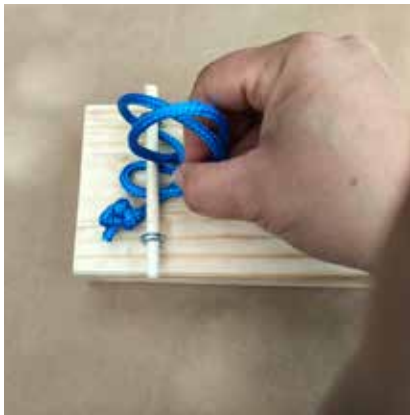
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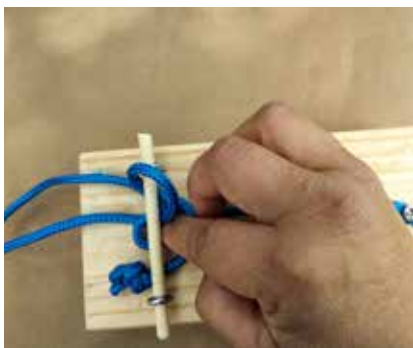
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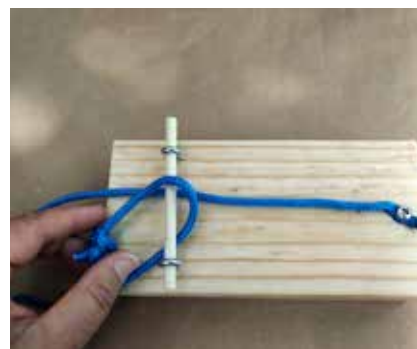
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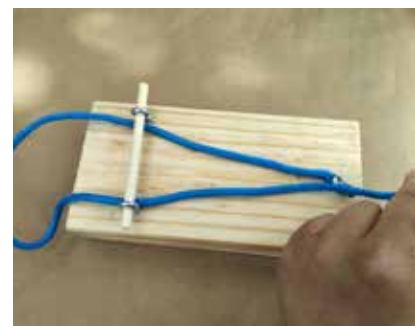
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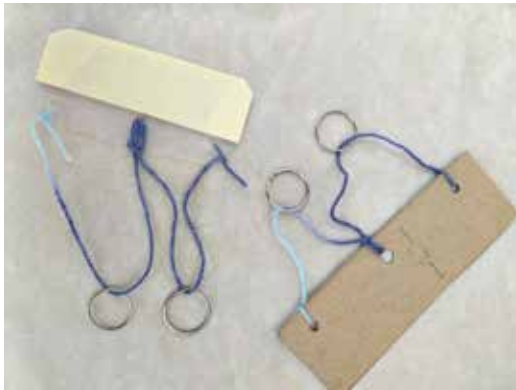
11.



TWO RINGS PUZZLE

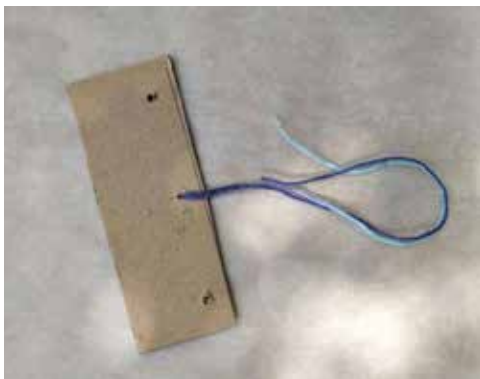
MATERIALS

- Reusable flat material, such as cardboard or plastic
- Ruler
- Pencil
- At least 24 inches of yarn or string
- Hole punch
- 2 keyrings or washers



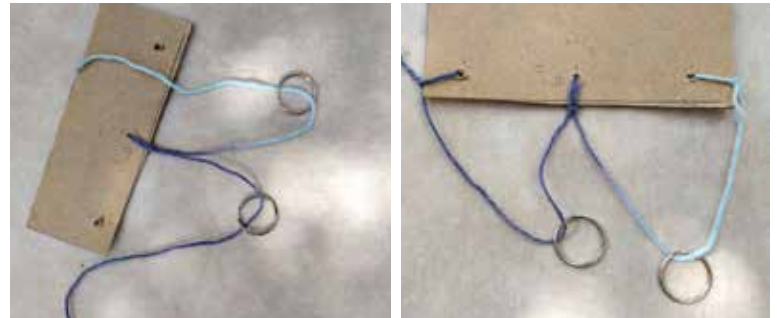
INSTRUCTIONS

1. Create a 2x6-inch rectangle, rounding the edges if desired.
2. Lay the rectangle horizontal and draw a horizontal line one inch from the bottom. Punch three holes along this line: One inch from the left, one inch from the right, and one in the middle
3. Fold the yarn or string in half and thread the middle of the yarn into the middle hole going from front to back. Turn the loop towards the bottom and front. Then pull the ends through the middle loop from top to bottom, make any adjustments necessary so you have equal lengths of rope on each side.



Step3

4. Thread the left side of the loose yarn through one ring, through the left hole, and tie the end into a knot onto itself. Do the same for the right. You have assembled the puzzle.



Step 4

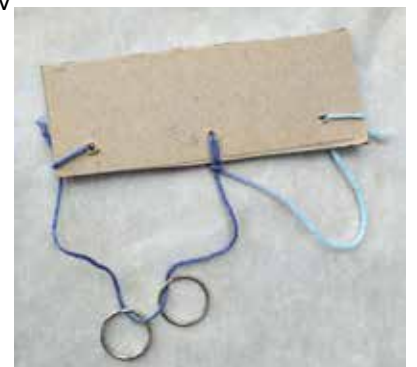
PUZZLE GOAL:

Move the rings so they are on the same side.

SOLUTION:

Follow these instructions for the solution:

1. Pull the middle loop towards the front, loosening it so that the knot in the middle is wide enough to fit a ring through. Select a ring to move to the other side.
2. Lead the moving ring towards the loose middle and push the ring from back to front of the middle loop following the string's path towards the other side. Do not adjust the other side of the yarn or string yet. Move the ring and just enough yarn or string for the ring to go through the middle loop.
3. Gently pull the two threads towards the front, and pull the middle loop through the middle hole from the back to the front. The middle loop is now in the front.



GAME/ACTIVITY | LOW COST

DETECTIVE DRESS-UP SOCIAL HOUR

AGES

Tweens 9–12

Teens 13–18

Adults

Multigenerational



Image source: Shutterstock

PROGRAM DESCRIPTION

Participants come dressed as their favorite detectives from mystery series! They mingle, eat snacks, and browse whodunit book displays while giving each other clues about their characters. Prepare some mystery trivia, vocabulary words, and/or games to keep participants engaged. Whoever guesses the most characters correctly wins a prize! For a multigenerational program, have different prizes and displays for different age groups. The book displays are a big part of this program, so be sure to create compelling displays for browsing. You can even ask people to recommend their favorite mysteries beforehand, then display their reviews on placards in front of each book. Easy to modify for any age group, including adults. Suggested runtime: 60 minutes.

MATERIALS AND PREPARATION

Materials:

- Mystery/whodunit book displays
- Decorations
- Snacks
- Character guessing sheets and a ballot box
- Prepared trivia
- Prizes

Prize ideas: Magnifying glasses, pen and notebook set, puzzle books, etc.

Preparation:

- Create displays
- Solicit reviews (optional)
- Require sign-ups with the name of the character they will come dressed as (for your own reference)

RESOURCES

Books

[Middle Grade Mysteries and Whodunits](#)

The Tangled Mysteries series (2021–) by Merrill Wyatt

TIP:

Place ciphers and puzzles around the room, and include a puzzle that points to the location of the snacks (in a semi-hidden area).

TIP:

Ask patrons to sign up and submit their favorite characters in advance; that way, you can be sure to have the books on hand.

GAME/ACTIVITY | LOW COST

Sleuth and Solve series (2019–20) by Ana Gallo and illustrated by Victor Escandell
 A Murder Most Unladylike series (2016–20) by Robin Stevens
 Spy School series (2013–) by Stuart Gibbs
 Mañanaland (2020) by Pam Muñoz Ryan
 When You Trap a Tiger (2020) by Tae Keller
 Hello, Universe (2020) by Erin Entrada Kelly and illustrated by Isabel Roxas
 The Swifts: A Dictionary of Scoundrels (2023) by Beth Lincoln and illustrated by Claire Powell
 The Superteacher Project (2023) by Gordon Korman
 To Catch a Thief (2023) by Martha Brockenbrough
 Epic Ellisons: Cosmos Camp (2023) by Lamar Giles and illustrated by Morgan Bissant
 Lost in NYC / Perdidos en NYC (2015) by Nadja Spiegelman and illustrated by Sergio Garcia Sanchez.
 Separate Spanish and English editions.
 Charlie Hernández series (2018–) by Ryan Calejo
 Mañanaland (2020) by Pam Muñoz Ryan. Separate Spanish and English editions.
 Supernatural Investigations series / Investigadores sobrenaturales (2020–) by B. B. Alston, Separate Spanish and English editions.
 Amanda Black series (2022) by Juan Gómez-Jurado and Bárbara Montes. Separate Spanish and English editions.

Young Adult Mysteries and Whodunits
 Firekeeper's Daughter (2023) by Angeline Boulley
 White Smoke (2022) by Tiffany D. Jackson
 The Girls I've Been (2021) by Tess Sharpe
 Murder of Crows (2023) by K. Ancrum
 We'll Never Tell (2023) by Wendy Heard
 Promise Boys (2023) by Nick Brooks
 Este corazón venenoso / This Poison Heart (2021) by Kalynn Bayron
 Lobizona / Lobizona (2021) by Romina Garber

Adult Mysteries and Whodunits
 The Villa (2023) by Rachel Hawkins
 Trust (2022) by Hernan Diaz
 The Storyteller's Death (2023) by Ann Dávila Cardinal
 Jackal (2023) by Erin E. Adams
 The Last Party (2023) by Clare Mackintosh
 The Resemblance (2023) by Lauren Nossett
 A World of Curiosities (2023) by Louise Penny
 I Have Some Questions for You (2023) by Rebecca Makkai
 Scorched Grace (2023) by Margot Douaihy
 Vera Wong's Unsolicited Advice for Murderers (2023) by Jesse Q. Sutanto
 A Death in Tokyo (2023) by Keigo Higashino
 The Starless Sea / Un mar sin estrellas (2019) by Erin Morgenstern
 Mexican Gothic / Gótico (2021) by Sylvia Moreno-Garcia

LIBRARY EXPLORERS: PASSPORT TO ADVENTURE

AGES

Children 5–8

PROGRAM DESCRIPTION

Explore the library! Children receive a passport that contains photos from various library locations. They must be extra observant to find the locations that correspond to each photo (or follow clues to each location). For every photo/location, they record a letter in their passport; unscrambling all the letters gives them the clue for the final location (where they turn in their passport). Give out small prizes for completed passports, and enter children into an end-of-summer drawing for larger prizes. You can also make this a theme-based in-person program. Suggested runtime: Passive.

MATERIALS AND PREPARATION

Materials:

- Photos for the passport
- Clues for each photo in the passport (optional)
- Printed passport books (with blank lines at the end for unscrambling letters)
- Pencils
- Printed letters placed in photo locations
- A display area or table with blank passports & instructions
- Prizes

Consider highlighting: Computer area, catalog station, genealogy, check-out desk, director's office, travel books, children's area, teen area, library book drop, return carts, archives, DVD collection, etc.

UNIQUE SPACE AND/OR PERSONNEL NEEDS

Solo-librarian friendly.

RESOURCES

Printables

Library Scavenger Hunt



Image source: Nancy Nall of Foley Public Library, Foley AL

TIP:

The same idea can be done with a ticket that they get stamped, punched, or stickered at each location.

ADAPTATION:

Age up or down by adjusting clue difficulty and/or locations. For tweens, use Dewey numbers to help solve the final clue.



LIBRARY SCAVENGER HUNT

Write down the letter you find at each of these library locations. When you have unscrambled the word, go to the circulation desk to claim your prize!

Book return slot

Public computers

Library catalog

Return cart

DVDs

Children's fiction

Reading tables

Answer:

ROLLER COASTER FUN

AGES

Children 5–8

Multigenerational

PROGRAM DESCRIPTION

Build excitement for your local county fair by holding a roller coaster build! Challenge children and/or families to see who can make the tallest, most fantastical, most realistic, scariest, and/or most unexpected roller coaster that is capable of depositing a ping-pong ball in a bowl. A great way to use recycled materials and miscellaneous building supplies. Increase the engineering challenge for older children. Suggested runtime: 60 minutes.

MATERIALS AND PREPARATION

For Straw Roller Coasters

Materials:

- Straws
- Cardboard base (1 for each group)
- Low-temp glue gun (and glue sticks)
- Ping pong balls and plastic bowls

OR

- An assortment of recyclables, craft supplies, and tape

The straw roller coaster works best for a multigenerational program in which children partner with a teen or other family member who can use the glue gun. Alternatively, get low-temp glue guns or use duct tape.

During the program:

- Divide up supplies.
- Ask groups to draw a plan before gluing down straws.
- They are essentially constructing ramps that deposit a ping pong ball into a bowl.

UNIQUE SPACE AND/OR PERSONNEL NEEDS

A large programming space, unless you impose a size limit on the roller coasters.

TIP:

If you hold this after the county fair, hold a conversation around everyone's favorite rides, games, and/or exhibits.

TIP:

Play some virtual roller coasters for inspiration!



Image source: Shutterstock

RESOURCES

Web

“Virtual Roller Coasters” from SiParent: <https://bit.ly/46qP6K5>

“Roller Coaster Family Challenge” from StarNet: <https://bit.ly/3r9yQx3>

“Engineering Project for Kids: Build a Straw Roller Coaster” from *Frugal Fun for Boys and Girls*: <https://bit.ly/3JCe8w4>

“Straw Roller Coaster STEM Challenge” from Sarah Dees on YouTube: <https://bit.ly/3JEEQ78>

Books

Ride, Roll, Run: Time for Fun! (2022) by Valerie Bolling and illustrated by Sabrena Khadija (picture book NF)

Build a Roller Coaster!: And More Engineering Challenges (2020) by Megan Borgert-Spaniol (early reader NF)

The Pigeon Will Ride the Roller Coaster! (2022) (Pigeon) by Mo Willems (early reader F)

The Biggest Roller Coaster (Fox Tails) (2020) by Tina Kügler (early reader F)

Kit and Kaboodle Ride a Roller Coaster (Highlights Puzzle Readers) (2021) by Michelle Portice and illustrated by Mitch Mortimer (early reader F)

How to Code a Roller Coaster (2019) by Josh Funk and Sara Palacios (early reader F)

How to Design the World's Best Roller Coaster (2019) by Paul Mason (middle grade NF)

DECORATION/DISPLAY | PASSIVE | LOW COST | OUTREACH

COMMUNITY ADVENTURE GAMES

AGES

Tweens 9–12

Multigenerational

PROGRAM DESCRIPTION

This program describes two ways to run community adventure games. Both options are good for outreach to local retirement homes, schools, community organizations and businesses, and local parks departments and swimming pools.

Option #1: Take photos of places in your community (with or without a library employee or mascot in each photo), then print and display the photos around your library. Display each photo with a number or letter for identification purposes, and provide ballots for patrons to identify the community locations. Provide ballots of two difficulty levels: One multiple choice and one that requires patrons to write in the community location.

Option #2: At several locations in your community, display signs that read “Adventure Begins...” with your favorite CSLP artwork from 2024. To turn this into a scavenger hunt, add a prize at each location, or have each location hold a piece of a puzzle, craft, or snack recipe. Once patrons find them all and complete a ballot, they are entered into the drawing for end-of-summer reading prizes.

Suggested runtime: Passive.

MATERIALS AND PREPARATION

Materials for option #1, community photos:

- Photos of your community
- Printer and paper
- Pins or tape to hang the photos
- Display area with instructions
- Ballots, ballot box, and pencils/pens
- Prizes

Materials for option #2, community locations:

- Printed signs that read “Adventure Begins...”
- Photos of the printed signs at their community locations.
- Ballots, ballot box, and pencils/pens
- Stamps and ink pads (optional, for stamping ballots)
- Prizes



Image source: Shutterstock

TIP:

Create a hashtag for patrons to use on their own adventures around the community.

TIP:

For each photo, provide written descriptions that can be read out loud, as well as braille translations.

DECORATION/DISPLAY | PASSIVE | LOW COST | OUTREACH

UNIQUE SPACE AND/OR PERSONNEL NEEDS

Solo-librarian friendly.

RESOURCES

Web

“Adventure Close to Home” from Lonely Planet: <https://bit.ly/3NymXYL>

“Exploring Nature in Your Neighborhood” from CA State Parks: <https://bit.ly/3Nyn0Ur>

“Lesson Plan: Explore Your Neighborhood” from Scholastic: <https://bit.ly/3PzSufG>

Books

Picture Books

A Neighborhood Walk, a Musical Journey (2021) by Pilar Winter Hill and illustrated by Olivia Duchess

New in Town (2021) by Kevin Cornell

In the Neighborhood (2022) by Rocio Bonilla

Show the World! (2022) by Angela Dalton and illustrated by Daria Peoples

Dream Street (2021) by Tricia Elam Walker and illustrated by Ekea Holmes

Picture Books—in English and Spanish

My Very Favorite Book in the Whole Wide World / Mi libro favorito en el mundo entero (2022) by Malcolm Mitchell and illustrated by Michael Robertson

Saturday / Sábado (2021) by Oge Mora

The World Belonged to Us / El mundo era nuestro (2022) by Jacqueline Woodson

My Papi Has a Motorcycle / Mi papi tiene una moto (2019) by Isabel Quintero and illustrated by Zeke Peña

Bisa's Carnival / El carnaval de mi bisabuela (2021) by Joana Pastro and illustrated by Carolina Coroa

Mi Pueblo / My Town (2022) by Nicholas Solis and illustrated by Luisa Uribe. Bilingual.

Skater Cielo / Cielo la patinadora (2022) by Rachel Katsaller

Early Readers

Where We Live: Mapping Neighborhoods of Kids Around the Globe (2022) by Margriet Ruurs and illustrated by Wenjia Tang

Tacos Today: El Toro & Friends (World of ¡Vamos!) (2023) by Raúl the Third III

A Street Through Time: A 12,000 Year Journey Along the Same Street (2020) from DK and illustrated by Steve Noon

Fun at the Waterpark! / ¡A divertirse en el parque acuático! (Jeet and Fudge) (2022) by Amandeep S Kochar. Separate Spanish and English editions.

Hotdog! / Las Aventuras de Hot Dog series (2022) by Anh Do and illustrated by Dan McGuinness. Separate Spanish and English editions.

El club de las paseadoras de perros series (2021–) by Patricia Mora and illustrated by Laura García Barba. In Spanish.

CITIZEN SCIENCE WITH SCISTARTER: ZOMBEE HUNTING

IMPORTANT:

This experiment isn't for anyone with allergies to bees or wasps! Be sure to put a warning sticker on the kit.

AGES

Multigenerational

PROGRAM DESCRIPTION

Enlist your patrons in Citizen Science! In this program, patrons check-out a collection kit to try to catch a bee in their neighborhood. If the bee is infected with the zombie fly, it will die, and zombie fly larvae will emerge within 5–14 days. This is a great passive program, or you can combine it with bee-themed crafts or gardening tips. Suggested runtime: Passive.

All materials were developed by Arizona State University and SciStarter with support from the Institute for Museum and Library Services and the Moore Foundation. All materials are reprinted with permission. Want more Citizen Science? Sign up for the National Citizen and Community Science Library Network, which is supported by Arizona State University, SciStarter, and the National Girls Collaborative Project.

MATERIALS AND PREPARATION

Recommended kit check-out length: Two weeks. Once patrons catch a bee with the trap, they transfer the bee to another container, such as a jar or a plastic container with a lid. While the zombie fly larvae can take 5–14 days to appear after a bee dies, and adult flies take another 15–28 days to develop, the collection traps are not needed for that entire length of time.

Steps for patrons:

1. Check out a collection kit from the library.
2. Create SciStarter account.
3. Hang the light trap included in the ZomBee collection kit.
4. Once a bee is captured and transferred to a new container, return your collection kit the library.
5. Observe and photograph the captured bee, as well as any larvae and pupae that emerge from the bee if it dies. Share your data on SciStarter (even if you don't catch any bees).
6. Check out similar projects from SciStarter.
7. Complete the Citizen Science Feedback Survey.

RESOURCES

Web

ZomBee Hunting from SciStarter: <https://bit.ly/46qL6t3>

Printables

ZomBee Hunting Activity Guide (reprinted with permission from SciStarter)



ZOMBEE HUNTING

**Is the Zombie Fly attacking bees
in your neighborhood?**

ZOMBEE HUNTING

Is the Zombie Fly attacking bees in your neighborhood?

Honeybees are being infected by the Zombie Fly, which lays eggs in bees, causing them to behave like moths! The infected bees leave their hives at night in search of lights, where they get stranded and die. The ZomBee Watch project needs your help to safely record and report where the Zombie Fly is infecting and killing bees.

ZomBee Watch is a research project to track the Zombie fly, *Apocephalus borealis*, and where honeybees are being infected in North America. Bees are among the most important creatures on Earth to humans. These insects pollinate over 80% of all flowering plants, including 70 of the top 100 human food crops. Unfortunately, bee populations are on the decline. This project will help determine if the Zombie Fly parasite could be to blame. Your contributions will help create a first-of-its-kind national map of infected bees.



KIT DETAILS

Kit components will vary based on your library's selections. This kit likely contains the following materials:

ZomBee Light Trap (16.9 oz water bottle, battery-powered LED light) to trap bees; **Clear glass or plastic jar or resealable plastic container** for honeybees found stranded or in light trap. *You may also need a **Smartphone, tablet, or digital camera** (not included) to upload photos of bees, larvae or ZomBee flies if found during your observation.*

Instruction guide - You'll use these materials, and the instructions on SciStarter to hang your trap out at night, share observations and data for the ZomBee Watch Project. The data is used by scientists to help learn about the timing and frequency of infection in an area. Photos of infected bees document the organisms that have been sampled.

PLAN

Before hanging up your trap, make sure the light bulb is working. Contact your lending library if a replacement is needed. If you have found stranded bees in the past, place the light bulb trap in the same area. If you know a beekeeper, ask if they will place the traps near their hives. It's important that the beekeeper observes the trap and collects any trapped bees.



When doing this project, please use caution if you're allergic to bees, other insects, or poison ivy,

ZOMBEE HUNTING

Is the Zombie Fly attacking bees in your neighborhood?

PREPARE

Review the instructions on [SciStarter.org/library-kits](https://www.scistarter.org/library-kits). Select the “ZomBee Hunting” kit page, view the video, and review the step-by-step instructions. Bookmark the webpage to find it more easily in the future.

Create your free **SciStarter account** and write down the email address you used to create your account (you'll need it to earn credit for your data contributions to ZomBee Hunting).

After you've reviewed the instructions, [click “Participate”](#) to be directed to the ZomBee Hunting website's “Submit Your Data to ZomBee Watch” page.

PARTICIPATE

You can scope out locations for your trap by looking for honeybees flying around lights at night, or bees that are stranded under porch or streetlights during the day. While not finding bees in your trap after several days may be an indicator the ZomBee fly is not present in your area, the trap location, and trap timing could be a factor in trapping bees. Both the presence and absence of the bee, as well as the location and environmental factors are all important notes to make to your observation submission.

It's important to handle honeybees safely. Weak and dying bees can still sting you. Place the trap away from any original light sources where dead or struggling bees have been observed. Make sure porch lights are off while the trap light is on.

If you find a stranded honeybee near a light or in the trap, carefully transfer the bee to a holding container (clear jars with lids, or resealable plastic food containers will work). Keep the container out of the sun. Infected honeybees are not healthy and die quickly. Storage temperature of the sample could affect how quickly the fly larvae and adult flies will appear.

Periodically check the samples:

- 5-14 days for fly larvae (maggots)
- 15-28 additional days for adult flies

Take a clear picture of the collected honeybee as soon as possible. Continue taking pictures of honeybee samples as pupae and ZomBee flies emerge.

When you are ready to add the data to the website, return to the SciStarter page: [SciStarter.org/library-kits/zombie-watch](https://www.scistarter.org/library-kits/zombie-watch). Click “Participate” to be redirected to the ZomBee Watch form website to input data, and upload photos.

Thank you for participating in citizen science!

Check that all items are in the kit before you return it to the library.

Questions?

Email: librarynetwork@scistarter.org

LOOKING FOR MORE?

Find more projects on your SciStarter Dashboard: [SciStarter.org/dashboard](https://www.scistarter.org/dashboard)

KIT MATERIALS

