

DREAM IT UP! ADVENTURES IN IMAGINATION

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STORYTIME BOOKS

Babies

Let's Go, Ted! (2018) by Sophy Henn. Ted transforms a box into every vehicle he can think of; the story gives many opportunities for babies to join in on the zippy sound effects. Board book. In English.

Hush, Little Hero (2022) by Annie Bailey and illustrated by Dawn Lo. Lyrical rhyming text and dynamic illustrations celebrate heroic toddlers who leap over buildings of block towers, gather their stuffed-animal sidekicks, and protect the planet. Also great for pajama storytime. In English.

If You Were a Penguin (2022) by Florence Minor and illustrated by Wendell Minor. An upbeat, rhyming read-aloud about penguins. Also good for toddlers. In English.

Con Pollo: A Bilingual Playtime Adventure (2022) by Jimmy Fallon and Jennifer Lopez, and illustrated by Andrea Campos. A friendly chicken named Pollo plays and introduces Spanish vocabulary. Good for short attention spans. Bilingual.

Amazing Me! / ¡Soy sorprendente! series (2019) by Carol Thompson and Teresa Mlawer. Joyful books that encourage dance, music, and movement. Also good for toddlers. Bilingual.

Toddlers

Fox and the Box (2019) by Yvonne Iverson. A fox goes on an imagined sailing adventure; a lively story with punchy phonics for an engaging read-aloud. In English.

People Are Wild! (2022) by Margaux Meganck. An inviting story that turns the tables and asks what animals think of us. Starred reviews. In English.

Grace and Box (2021) by Kim Howard and illustrated by Megan Lotter. A cheerful ode to imaginative play in a refrigerator box; simple rhymes make for an easy read-aloud. In English.

Why Not You? (2022) by Ciarra and Russel Wilson, and illustrated by Jessica Gibson. A lyrical book that encourages kids to follow their big dreams. *SLJ* starred review. Toddlers and above. In English.

The Blur (2022) by Minh Lê and illustrated by Dan Santat. A superhero origin story about the adventures of childhood that speed by. *SLJ* starred review. Toddlers and above. In English.

What Shall We Play Now? (2022) by Taghreed A. Najjar and illustrated by Charlotte Shama. An adventure in imagination. Who can you become with

TIP:

Consider interactive books for baby storytime, such as lift-the-flap books, oversized books, or books that make sound.

TIP:

Exaggerate story emotions, and give each character their own voice.

TIP:

Be consistent by following the same storytime format every week. This helps children build confidence by predicting what comes next.

TIP:

Movement isn't just for songs! Add movements while reading stories too, such as by encouraging children to mimic the actions of a main character.

TODDLERS

one piece of cloth? Toddlers and above. In English.

Who Has Wiggle Waggle Toes? (2019) by Vicky Shiefman and illustrated by Francesca Chessa. A book that encourages shimmying, shaking, and stomping along. In English.

Speak Out, Leonard! ¡Habla, Leonard! (2022) by Jessie James and Tamara Anegón. A charming story about finding your voice and speaking up. Bilingual.

El cesto de los tesoros (2022) by Pedro Mañas and illustrated by Toni Galmés. A perfect story for encouraging imagination and creativity. In Spanish.

Let's Be Friends / Seamos amigos (2021) by René Colato Laínez and illustrated by Nomar Perez. Two students who speak different languages become quick friends. Simple text and engaging pictures. *Booklist* starred review. Bilingual.

Super Torta (2019) by Eric Ramos. A fun, silly book about a superhero who lets his imagination run wild. Bilingual.

Preschoolers

Mermaid Kenzie: Protector of the Deeps (2022) by Charlotte Watson Sherman and illustrated by Geneva Bowers. An uplifting story in poetic prose about a girl who imagines herself a mermaid and cleans up ocean plastic. Also works for a travel theme. In African American Vernacular English.

Adventures of Qai Qai (2022) by Serena Williams and illustrated by Yesenia Moises. An encouraging reminder that all children need support to help them believe in themselves. In English.

The Adventures of Robo-Kid (2022) by Diane deGroat. A boy's favorite superhero climbs out of a comic book and into the real world. *Kirkus* starred review. In English.

Come On In: There's a Party in This Book! (2022) by Jamie Michalak and illustrated by Sabine Timm. A bouncy, rhyming read-aloud that inspires children to stage their own stories with found materials. In English.

The Year We Learned to Fly (2022) by Jacqueline Wilson and illustrated by Rafael López. Imagination on a dreary day lifts a brother and sister up from their boredom. Starred reviews across the board. In English.

Show the World! (2022) by Angela Dalton and illustrated by Daria Peoples. A call to adventure through self-expression with poetic text. In English.

Isabel and Her Colores Go to School (2021) by Alexandra Alessandri and illustrated by Courtney Dawson. At her new school, speaking English just feels wrong to Isabel...until she employs her crayons and discovers there's more than one way to communicate. In English with Spanish words.

TIP:

To encourage imagination and language development, ask children to help you narrate wordless picture books.

TIP:

Also consider *Are We There Yet?* (2016) by Dan Santat. A boy goes on a long car ride to visit his grandmother and discovers time moves faster or slower depending on how bored he is. In English.

TIP:

Abuela (1997) by Arthur Dorros and illustrated by Elisa Kleven is a classic choice. A little girl and her grandmother fly over the streets of New York City. Available in separate Spanish and English editions; English edition has Spanish words.

TIP:

For slightly older children, consider *The Year We Learned to Fly / El año en que aprendimos a volar* (2022) by Jacqueline Woodson and illustrated by Rafael López.

PRESCHOOL

La aventura más grande / The Greatest Adventure (2019) by Tony Piedra. A young Latino boy and his grandfather transform a paper sailboat into a high seas adventure. Separate Spanish and English editions.

La canción del cambio / Change Sings (2022) by Amanda Gorman and illustrated by Loren Long. A lyrical celebration of change to inspire young activists. Starred reviews. Separate Spanish and English editions.

Paz (2021) by Miranda Paul and Baptiste Paul, and illustrated by Estelí Meza. A book that encourages peace through everyday interactions. Separate Spanish and English editions.

Imagine! (2018) by Raúl Colón. A joyful story about a boy's museum adventure and the new creative worlds it opens up. Wordless.

STORYTIME SONGS

Movement/Rhyme: Rain on the Grass

Great song for scarf play and sensory themes. Lyrics inspired by *So Tomorrow* Blog. See video from Jbrary on YouTube here: <https://bit.ly/3NTqtOT>

Rain on the grass (wave scarf low)
Rain on the trees (wave scarf high)
Rain on the roof (hold scarf overhead)
But not on me (drop the scarf)

Sun on the grass
Sun on the trees
Sun on the roof
But not on me

Leaves on the grass
Leaves on the trees
Leaves on the roof
But not on me

Song/Movement: Spinning Statues

From the album *Singing and Dancing Together* by Miss Nina. Lyrics reprinted with permission. Children spin and freeze like a statue when you say “freeze” and dance when the music plays.

Spinning statues is a game we like to play
You spin and spin and spin, then how you land is how you stay
Now you spin and spin and spin until I say freeze
Then when you hear the new music you dance how you please
FREEZE! And GO!

TIP:

Engage kids by pausing the story to ask open-ended questions. Mark pages with sticky notes so you remember to pause if you get off track.

STORYTIME SONGS

Now, faster!

Spinning statues is a game we like to play
You spin and spin and spin, then how you land is how you stay
You're a magic statue, imported from France
You freeze in silly ways, and that's also how you dance
FREEZE! Now GO!

Even faster!

Spinning statues is a game we like to play
You spin and spin and spin, then how you land is how you stay
Silly statues is also the name
The silliest of all is the winner of this game
FREEZE! And GO!

Song/Rhyme: With Imagination

To the tune of "Twinkle, Twinkle, Little Star." Piggyback lyrics by CSLP.

With imagination I can try
All the things under the sky
Over here and over there
In my mind and I can share
With imagination I can try
All the things under the sky

Song/Movement: El Juego Chirimbolo / The Thingamajig Game

Traditional song from Spain. Repeat faster and faster. Listen to melody from Melisa Bauer on YouTube: <https://bit.ly/3rc1s8E>

El juego chirimbolo
¡Qué bonito es!
Un pie, otro pie,
Una mano, otra mano
Un codo, otro codo.
La nariz y el morro.

Direct English translation (does not rhyme):
The thingamajig game
How nice it is!
One foot, another foot,
One hand, another hand,
One elbow, another elbow,
The nose and the mouth.

Song/Movement: ¡Salta, Salta! / Jump, Jump!

Words and music by 123 Andrés on the album *!Uno, dos, tres, Andrés! En español y en inglés*. Partial lyrics reprinted with permission. Repeat with ¡más

TIP:

"Such a Simple Exercise" by Bobby Susser is another fun movement song to get children geared up for adventure time. See *Jbrary's* rendition on YouTube: <https://bit.ly/3NS5LPk>

TIP:

Remember a display of books and media that fit your storytime theme, including extra copies of the stories you read aloud.

STORYTIME SONGS

arriba! (higher!).

Spanish version:

Salta, salta, un dos tres.
Salta, salta, un dos tres, ¡dale!
Salta, salta, un dos tres.
Salta, salta, con Andrés.

Mueve los pies, cuenta un dos tres.
Brinca, brinca, que eso no duele.
Vámos afuera, ¡apága la tele!
Salta, salta, otra vez.
Cuenta conmigo, saltamos después.
Mueve los pies, mueve los pies, ¡un, dos, tres!

English version:

Jump, jump, one two three
Jump, jump, one two three
Jump, jump, jump, jump one two three.
Jump, jump, one, two, three, go!

Jump and leap and bounce with me.
Feeling the beat counting one, two, three.
Jump, jump, you gotta move your feet.
Let's go outside, turn off the TV!
Jump, jump, one more time.
We count together and jump really high,
Jump really high, jump really high... one, two, three, alright!

Song/Movement: Superhéroe

Great dance party song from the album *Fiesta Global* by Flor Bromley.
Partial lyrics reprinted with permission from Flor Bromley. Listen on Spotify
here: <https://bit.ly/3NTqMt1>

Cuando pienso en un superhéroe
Tiene que ser fuerte valiente y tenaz
Tiene que tener superpoderes
Para salvar al mundo del mal

Tienen una identidad secreta
Pero son como tu son como yo
Hasta que se ponens su super disfraz
Y su superego sale a la luz

Muchos superhéros así se esconden
Pueden paracer gente normal

TIP:

"Soy una pizza / I Am a Pizza" from Charlotte Diamond is another fun bilingual song: <https://bit.ly/435abH1>

STAY AND PLAY

Pero hay un superhéroe en toto aquel
Que de corazón quiera ayudar

Call & response:

Superhéroe (Haz el bien)

Superhéro (Haz el bien)

Song/Movement: Lalalala

Bilingual movement song from the album *Fiesta Global* by Flor Bromley. Bilingual. Partial lyrics reprinted with permission from Flor Bromley. Listen on Spotify here: <https://bit.ly/44nF1f1>

Un nuevo día llevo
Que lindo el amanecer
Ayer fue un día difícil
Hoy vamos juntos a renacer

We are going to rise up and say
Nothing will get in our way
Afuera las malas vibras
Juntos podemos

Lalalala (chorus)

Un paso a la izquierda, un paso a la derecha
Step to the left, step to the right
Izquierda derecha (3x)
!Vamos!

Los amigos nos ayudan a ser cada día mayor
Friends are like little treasures
If you find one don't ever let go

Cuando se sientas muy solo
Mira a tu alrededor
Un amigo esta contigo para reír
Y cantar juntos

STAY-AND-PLAY

Babies: On Your Feet

Gather several pieces of material with different textures (such as a tea towel, fake fur, felt, a silky scarf, etc.). Hold baby upright and let their bare feet touch one of the fabrics, or let babies crawl over the different fabrics. Which texture do they prefer? This game enhances babies' sensory and bodily awareness.

Babies: Funny Faces

Make funny faces to help children learn to read facial expressions. Caregivers face babies towards them on their lap and make silly faces. Encourage them to make up stories to go along with their facial expressions.

Babies/Toddlers/Preschoolers: Move Like an Animal

After reading *We All Play* (2021) by Julie Flett, give cues for children to move like different animals (or do animal yoga poses). Use puppets to demonstrate. With babies, caregivers can move like the animal with babies in their arms.

Babies/Toddlers/Preschoolers: Bring Out the Bubbles

Caregivers show babies how to pop bubbles with their fingers, and toddlers and preschoolers can chase the bubbles down to pop them. Make it a contest for who can pop the most bubbles. Consider investing in a bubble machine for continuous bubbles and to minimize the risk of spreading germs.

Toddlers/Preschoolers: Empty Boxes

Empty boxes encourage creativity and thinking skills. Toddlers can crawl through large boxes or stack smaller ones. Be sure to carefully check all boxes for leftover materials and/or staples. Preschoolers can make buildings or forts.

TIP:

Learning to distinguish differences is a literacy activity!

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)

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

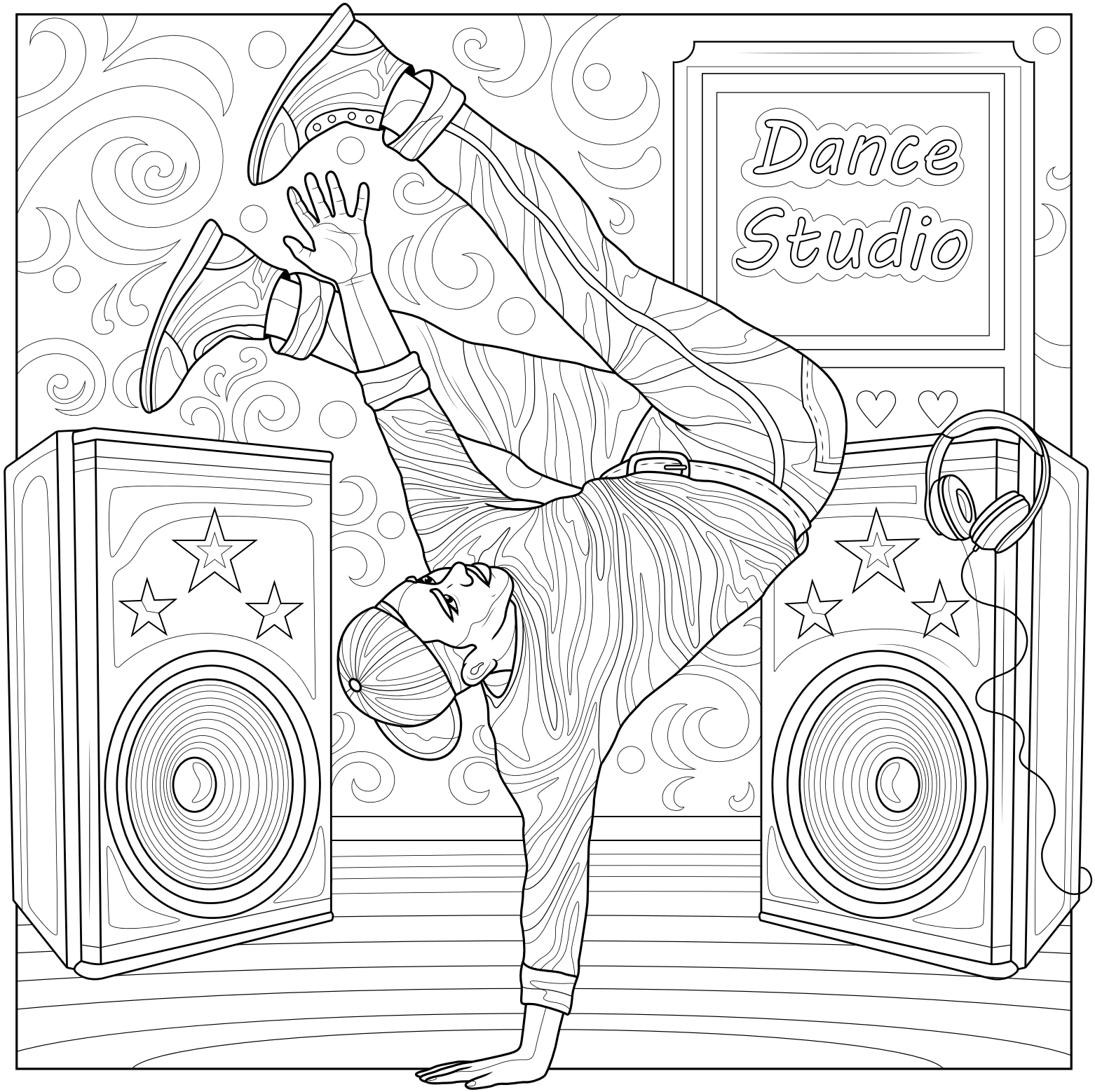
“Davey D” Cook (YA NF)

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

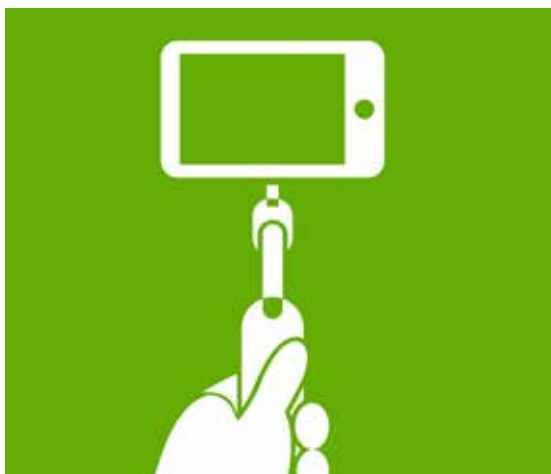


Image source: Shutterstock

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

ARTS & CRAFTS | LOW COST | PASSIVE

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

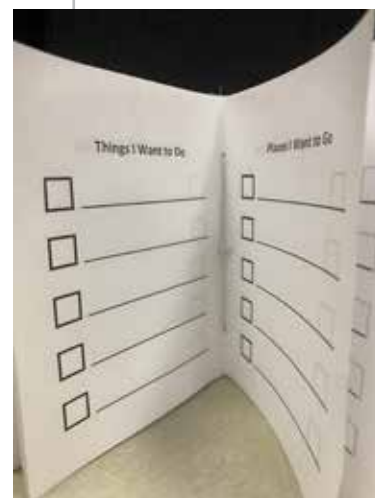


Image source: Brandi Burton of East Baton Rouge Parish Library System in Baton Rouge, LA

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?

ADVENTURES IN SEWING

AGES

Teens 13–18

Multigenerational

PROGRAM DESCRIPTION

Sewing can bring teens back to the library, and it makes parents happy to see them learning what used to be taught in school. Some teens may have even dabbled in mask-making during the early years of the Covid-19 pandemic, and this program can refresh their skills. The first step is outreach. Ask local sewing clubs, quilter's guilds, and fabric stores for fabric donations and machines to borrow. Remember to enlist volunteers as well! Sewing is a specialized skill, and craft enthusiasts are often excited to share their knowledge.

Two simple, step-by-step projects are described below: How to sew a pillowcase, and how to sew a 3-ring binder cover. Alternatively, check your sewing collection for beginner or stash-busting projects that best suit your audience. Suggested runtime: 90–120 minutes.

MATERIALS AND PREPARATION

Materials:

- Sewing machines (donations or on loan)
- Irons and ironing boards
- Donated fabric
- A variety of thread colors
- Extra sewing machine needles
- Cutting mats and rotary cutters
- Sewing shears
- Irons and ironing boards
- A container for “sharps” (needles)

Preparation:

- Solicit donations for fabric, sewing machines, and irons.
- Make a call for volunteers.
- Limit the number of participants to the number of machines you receive (or 2:1).
- Decide on the age group and the project.

UNIQUE SPACE AND PERSONNEL NEEDS

You will need a meeting room with generous table

ADAPTATION:

Make it a mending and embroidery program to extend the life of favorite pieces of clothing. Great for planet-conscious teens.

ADAPTATION:

Invite more advanced sewers to make clothing for a library fashion contest! To minimize fabric costs, center the contest around altering clothing they already have.

ADAPTATION:

This also makes a great multigenerational program. Adult sewers can help younger participants.

TIP:

For an icebreaker, ask patrons to bring their homemade sewing projects for a show-and-tell.



Image source: Angela Mbagwu of Cobb County Library, Switzer Branch, in Marietta, GA

ARTS & CRAFTS | OUTREACH

space, multiple outlets, and good lighting, as well as a chair for each sewing machine. At least one volunteer seamstress or quilter is required.

RESOURCES

Books

Jo Jo Makoons: Fancy Pants (Jo Jo #2) (2022) by Dawn Quigley and illustrated by Tara Audibert (early reader F)

Radical Sewing: Pattern-Free Sustainable Fashions for all Bodies (2021) by Kate Weiss (YA NF)

Visible Mending: A Modern Guide to Darning, Stitching, and Patching the Clothes You Love (2020) by Arounna Khounnoraj (adult NF)

Embroidering the Everyday (2023) by Cas Holmes (adult NF)

Make Thrift Mend (2021) by Katrina Rodabaugh (adult NF)

Face Masks, Scrub Caps, Arm Slings, and More (2020) by Angie Herbertson (adult NF)

Printables

How to Sew a 3-Ring Binder Cover (in English and Spanish)

How to Sew a Pillowcase (in English and Spanish)

TIP:

Sewers are very protective of their extra sharp shears! Remind patrons never to use sewing shears on paper because it dulls the blades.

TIP:

Display your sewing books! Those who finish early can flip through for inspiration.

TIP:

Fanny packs and mini messenger bags are also great projects to consider for slightly more advanced sewers.

HOW TO SEW A 3-RING BINDER COVER

MATERIALS

- 1–2 yards of fabric in two different colors (per cover)
- Sewing machine (at least 1 for every 2 sewers)
- Iron
- Pins
- Thread
- Scissors

INSTRUCTIONS

1. Pick out two contrasting fabrics
2. Cut two pieces 12 inches long and 11 inches wide (these are the insides of the book cover).
3. Cut one larger piece that is 12 inches long and 21 inches wide (this is the outside of the binder cover).
4. On the 12-inch side of a smaller piece, measure $\frac{1}{2}$ inch and fold it over (to the wrong side).
5. Carefully, iron this fold.
6. Once ironed, use pins to temporarily secure the edge.
7. Repeat steps 4–6 with the second smaller piece of fabric.
8. Take the small pieces to the sewing machine. Sew along the edge of each fold that was just ironed and pinned.
9. With the wrong sides facing out, place the first small piece to the left of the long piece; then place the second small piece to the right of the long piece.
10. There will be a gap in the middle (where the binder spine will go).
11. The folded edges should be visible and on the inside edge, on either side of the gap.
12. Pin along the fabric on all sides, except for the folded edges you already sewn.
13. Take your pinned fabric pieces to the sewing machine and sew the pinned sides.
14. Remove the pins, cut any loose strings, and turn your book cover inside out. Your book cover is complete!
15. As a bonus, embroider as desired.

TIP:

The “right side” of your fabric is the one with the print; the “wrong side” is the back. If your fabric doesn’t have a print, then the “right side” is the side you see when the project is complete, and the “wrong side” is the side that’s hidden.



Image source: Angela Mbagwu of Cobb County Library, Switzer Branch, in Marietta, GA

CÓMO COSER UNA CUBIERTA DE CARPETA DE 3 ANILLAS

MATERIALES

- 1–2 yardas de tela en dos colores diferentes (por cubierta)
- Máquina de coser (al menos 1 por cada 2 costureras)
- Plancha
- Pines
- Hilo
- Tijeras

INSTRUCCIONES

1. Elige dos telas contrastantes
2. Corta dos piezas de 12 pulgadas de largo y 11 pulgadas de ancho (estas son las partes internas de la cubierta del libro).
3. Corta una pieza más grande de 12 pulgadas de largo y 21 pulgadas de ancho (esta es la parte exterior de la cubierta de la carpeta).
4. En el lado de 12 pulgadas de una pieza más pequeña, mida 1/2 pulgada y dóblala (hacia el lado equivocado).
5. Con cuidado, usa una plancha para planchar este pliegue.
6. Una vez planchado, usa alfileres para asegurar temporalmente el borde.
7. Repite los pasos 4 a 6 con la segunda pieza
8. Ahora lleva tus piezas pequeñas a la máquina de coser. Cose a lo largo del borde de cada pliegue que acabas de planchar y sujetar con alfileres.
9. Con los reverses hacia afuera, coloca la primera pieza pequeña a la izquierda de la pieza larga; luego coloca la segunda pieza pequeña a la derecha de la pieza larga.
10. Habrá un espacio en el medio (donde irá el lomo de la carpeta) .
11. Los bordes doblados deben estar visibles y en el borde interior, a ambos lados del espacio.
12. Coloca alfileres a lo largo de la tela en todos los lados, excepto en los bordes doblados que ya cosiste.
13. Lleva las piezas de tela con alfileres a la máquina de coser y cose los lados con alfileres.
14. Retira los alfileres, corta los hilos sueltos y dale la vuelta a la cubierta del libro. ¡La portada de tu libro está completa!
15. Como beneficio adicional, borda como desees.

CONSEJO:

El "lado derecho" de tu tela es el que tiene el estampado; el "lado equivocado" es la parte de atrás. Si su tela no tiene un estampado, entonces el "lado derecho" es el lado que ve cuando se completa el proyecto, y el "lado revés" es el lado que está oculto.



Image source: Angela Mbagwu of Cobb County Library, Switzer Branch, in Marietta, GA

HOW TO SEW A PILLOWCASE

MATERIALS

- 1–2 yards of fabric in two different colors (per cover)
- Sewing machine (at least 1 for every 2 sewers)
- Iron
- Pins
- Thread
- Scissors

INSTRUCTIONS

1. Pick out 1 or 2 fabrics that you like.
2. Cut two pieces 30 inches long by 21 inches wide.
3. On the long side of one piece, measure 3.5 inches and fold it over (to the wrong side).
4. Carefully, iron this fold.
5. Once ironed, use pins to temporarily secure the edge.
6. Repeat steps 3–5 with the second piece of fabric.
7. Take one pinned piece of fabric to the sewing machine, and sew along the pinned edge.
8. Now repeat along the pinned edge of your other piece of fabric.
9. Now place both pieces of fabric on top of each other with the right sides together.
10. Pin the two pieces together along three sides, and leave the two folded edges unpinned (this is where your pillow fits inside).
11. Take your pinned pieces to the sewing machine, and sew the three sides together.
12. Remove the pins, cut any loose threads, and turn your pillowcase inside out. Your pillowcase is complete!
13. As a bonus, embroider as desired.

TIP:

The “right side” of your fabric is the one with the print; the “wrong side” is the back. If your fabric doesn’t have a print, then the “right side” is the side you see when the project is complete, and the “wrong side” is the side that’s hidden.

CÓMO COSER UNA FUNDA DE ALMOHADA

MATERIALES

- 1–2 yardas de tela en dos colores diferentes (por cubierta)
- Máquina de coser (al menos 1 por cada 2 costureras)
- Plancha
- Pines
- Hilo
- Tijeras

INSTRUCCIONES

1. Elige 1 o 2 telas que te gusten.
2. Corta dos piezas de 30 pulgadas de largo por 21 pulgadas de ancho.
3. En el lado largo de una pieza, mide 3,5 pulgadas y dóblalo (hacia el lado equivocado).
4. Con cuidado, usa una plancha para planchar este pliegue.
5. Una vez planchado, usa alfileres para asegurar temporalmente el borde.
6. Repite los pasos 3 a 5 con la segunda pieza

de tela.

7. Lleva una pieza de tela con alfileres a la máquina de coser y cose a lo largo del borde con alfileres.
8. Ahora repite a lo largo del borde fijado con alfileres de tu otra pieza de tela.
9. Ahora coloca ambas piezas de tela una encima de la otra con los lados derechos juntos.
10. Junta las dos piezas con alfileres a lo largo de tres lados y deja los dos bordes doblados sin alfileres (aquí es donde encaja la almohada adentro).
11. Lleva las piezas con alfileres a la máquina de coser y cose los tres lados.
12. Retira los alfileres, corta los hilos sueltos y dale la vuelta a la funda de la almohada. ¡Tu funda de almohada está completa!
13. Como beneficio adicional, borda como desees.

CONSEJO:

El “lado derecho” de tu tela es el que tiene el estampado; el “lado equivocado” es la parte de atrás. Si su tela no tiene un estampado, entonces el “lado derecho” es el lado que ve cuando se completa el proyecto, y el “lado revés” es el lado que está oculto.