

2021 Collaborative Summer Library Program Resources *from the*

Indiana Young Readers Center

Included inside!

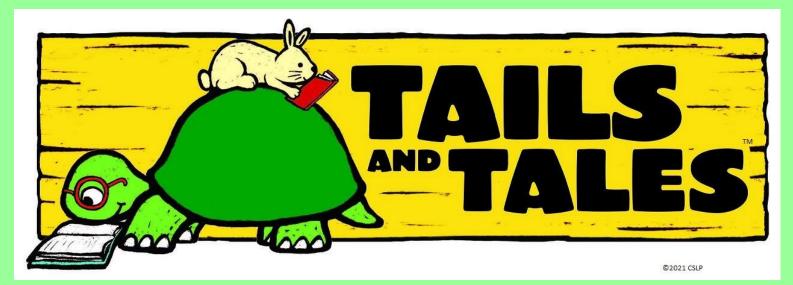
Program ideas for Ages 0-6—Dogs
Program ideas for Grades K-5—Dinosaurs
Program ideas for Grades 6-12—Creatures
Books with Indiana Connections for the 2021 CSLP Theme

The Indiana Young Readers Center has prepared these resources to help with your summer program plans. Feel free to use them in whatever way works for you. We'd love to hear if they helped you out! Email us at youngreaderscenter@library.in.gov to let us know.





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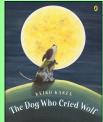
A 30 - 45 Minute Program for Ages 0 - 6 All About Dogs!

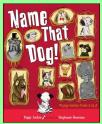
Get your littlest patrons involved with your summer reading program through these fun program components tied to Indiana Authors and...dogs! There are many books by Indiana Authors that feature dogs, including **Clifford the Big Red Dog**! Did you know that Norman Bridwell was from Kokomo, Indiana? These ideas can be done remotely or in person.



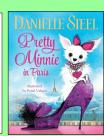










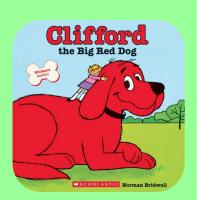


A Selection of Books About Dogs with Indiana Connections, Perfect for Storytime!

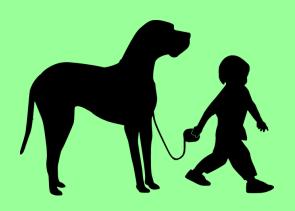
- Bed Hog by Georgette Noullet illustrated by Indiana Illustrator, David Slonim
- Can I Be Your Dog? by Indiana Author Troy Cummings
- Clifford, the Big Red Dog by Indiana Author Norman Bridwell
- Creak Said the Bed by Indiana Author Phyllis Root
- The Dog Who Cried Wolf by Indiana Author Keiko Kasza
- Name that Dog! by Indiana Author Peggy Archer
- Patch by Indiana Author David Slonim
- Pretty Minnie in Paris by Danielle Steel illustrated by Indiana Illustrator, Kristi Valiant

Activity Number One - Get your kids making!

This is a fun, easy craft. You need red paper, white paper, scissors, glue, and a black crayon or marker. Have the grown-up trace their child's hand on the red paper, with the thumb and pinky stretched out. Cut out this shape and decorate it to look like Clifford! Use the white paper to make eyes. To do this as part of a remote program, either provide the supplies to patrons ahead of time through packet pick-up, or have patrons supply their own.







Walking, Walking

(To the tune of Are You Sleeping?)

Walking, walking,

Walking, walking.

Run, run, run,

Run, run run.

Skipping, skipping, skipping,

Skipping, skipping, skipping.

Sit! We're done.

Sit! We're done.

Activity Number Two - Get your kids pretending!

Either remotely or in-person, get everyone up and moving! You can do this activity in a circle or in place. Pretend to walk your dogs using the song, *Walking*, *Walking*. Lead the activity like this:

Leaders: "Today we're going to walk our dogs! My dog is this big." *Show with your hands.* "How big is your dog?" *Encourage participants to show you how big their pretend dog is by spreading out their arms.* "We will walk together. Be sure to leave plenty of space for your dogs and listen to the changes in the song. My dog wants to walk, and run, and skip today! How about your dog?"

Special Virtual Idea: Show and Tell with Pets

Do you have pet-lovers in your patron base? Give them a chance to shine by hosting a virtual online event where patrons can turn on their cameras and share their furry, scaley, or fuzzy friends. This works best if there is an agreed-upon time limit for each participant to talk about their pet. Make sure that you know what your library's policies and procedures are for virtual programs. Keep patron privacy a priority by requiring registration. Be sure to share your own pet!

Activity Number Three - Get your kids guessing!

Where is the doggy? Print the following page and cut out the doggy, the bone, and the many dog houses. Attach magnets to the back of

each piece and stick them to a magnet board or a cookie sheet. Use the rhyme, Doggy, Doggy, Where Are You? to encourage your participants to guess where the doggy is hiding. For more fun, cut out a bone for each participant and let them "feed" the doggy at the end.



Doggy, Doggy, Where Are You?

by Suzanne Walker

Doggy, doggy, where are you?
I have a bone for you to chew!
Will you come out! Please do not frown!
Are you inside the house so **brown**?

Doggy, doggy, where are you?
I have a bone for you to chew!
Will you come out and give a wink?
Are you inside the door so pink?

Doggy, doggy, where are you?
I have a bone for you to chew!
Will you come out! That would be smart!
Are you inside the house of heart?

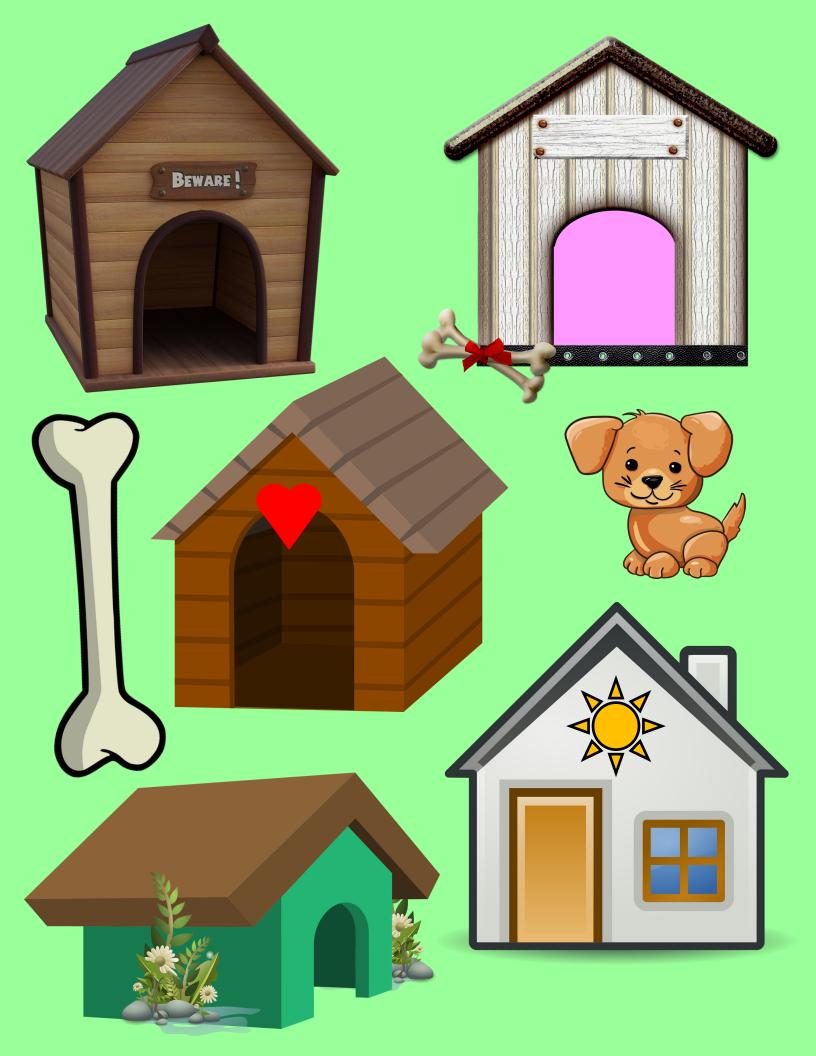
Doggy, doggy, where are you?
I have a bone for you to chew!
Will you come out for your cuisine?
Are you inside the house so green?

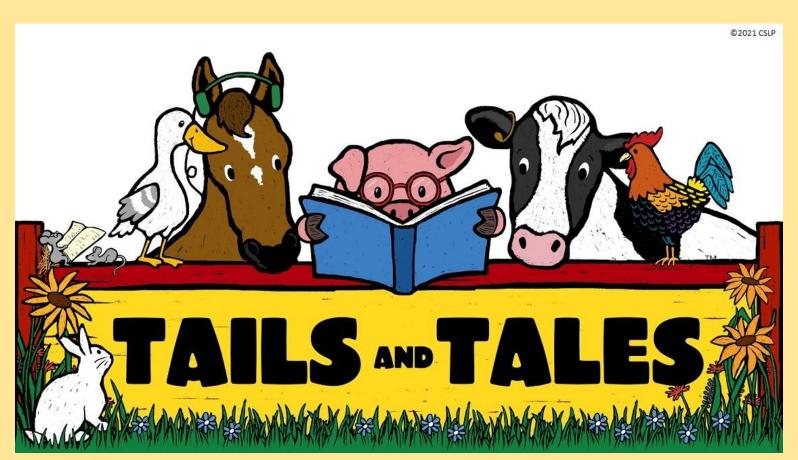
Doggy, doggy, where are you?

I have a bone for you to chew!

Will you come out and have some fun?

Are you inside the house of sun?







A 30 - 60 Minute Program for Grades K - 5 - All About Dinosaurs!

Get your kids involved with your summer reading program through these fun program components tied to an Indiana Author, and about dinosaurs! These ideas can be done remotely or in person.



Indiana Author Laura Martin has written two books set in the future all about cloning and dinosaurs! Introduce your kids to the books and then lead them through these dino-centered activities.

Activity Number One - Get your kids searching with Indiana Memory!



Studying dinosaurs does not always include digging up bones. Scientists research all kinds of topics using online databases. Introduce your participants to database research in this fun scavenger hunt activity. **Indiana Memory** is a collaborative database that showcases digital content from Indiana institutions. To do this activity, each participant will need a device, or they can join you online.

Navigate to **INSPIRE.in.gov** and click on **Indiana Memory**. Start by using the search box to look for "dinosaurs." Use the scavenger hunt sheet to continue researching about dinosaurs.

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Indiana Memory Dinosaur Scavenger Hunt!

Go to INSPIRE.in.gov on a device. Click on the picture that says *Indiana Memory*. Use the search box to answer the questions below. If the question has an image of a magnifying glass by it, () you can find the answer by using *Indiana Memory*. If

t has a picture of a head by it, () you should think up the answer yourself.	Want to research more? Try looking up these keywords in Indiana Memory:	
1. Search for dinosaur toys .	Dinosaur Photographs / Dinosaur Skeleton / Fossils / Dinosaur Egg / Dinosaur Sculpture	
How many images do you see?		
How many of the images are actually dinosaur toys?		
Read about a few of the toys. Which one is your favorite?		
Why is it your favorite?		
2. Now try dinosaur paintings .		
What collection do most of the paintings come from?		
Dinosaurs lived millions of years ago. There are no photographs of dinosau	rs. How did the artist	
decide what to paint?		
3. Search for dinosaur skulls . Click on "Champsosaur cast skull."		
The head of a Champsosaur is very similar to what kind of animal?		
What kind of environment did it live in?		
How long could it grow?		
Go back and look at the skulls again. Which one has no teeth?		
Which one looks the most scary to you?		
Which one looks the least scary to you?		
4. Search for dinosaur costumes.		
Which picture do you think is the silliest?		

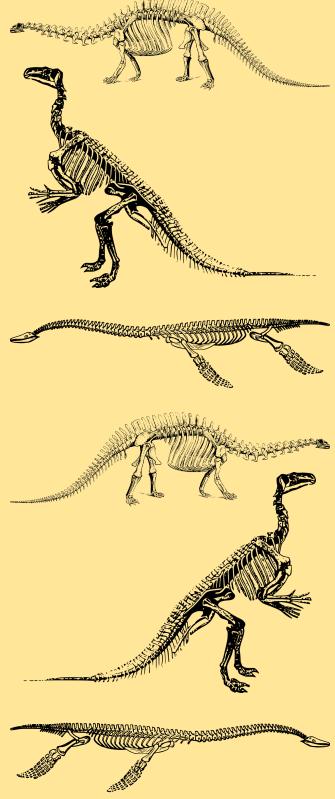
Activity Number Two - Get your kids creating!

In Laura Martin's books, the main character Sky Mundy, lives with the reality of dinosaurs daily. Luckily, the closest we get to dinosaurs are the amazing fossilized skeletons that they leave behind. Get your kids thinking about skeletons by having them create one on their own.

In Person: Print out an image of a dinosaur skeleton or use the handout on the next page. The ones on this page were found on Pixabay and are available for free to download. Give your patrons white school glue and something "bony" to glue on top of the printout to make a skeleton. Some fun things to try include cotton swabs, tooth picks, pasta noodles, pipe cleaners, or you could make a bigger skeleton with popsicle sticks.







Remotely: To do this as part of a remote program, either provide the supplies to patrons ahead of time through packet pick-up, or have patrons supply their own. Consider emailing a handout with the skeletons on it to the patron for them to print out at home. For the remote program, you could do this as a demonstration or you could lead the participants in the activity.

Activity Number Three - Get your kids thinking!

Much of what we know about dinosaurs we've learned through studying the fossil record. There are lots of crafty ways to make pretend fossils, but before you do, make sure you and your participants have a good grasp on how a fossil is made in nature. This activity works best in person or as a virtual demonstration.

There are many videos online to help you learn more about fossils. *National Geographic* has a good one for grown-ups. The part of the video that explains fossilization in detail starts at 2:21 and goes until about 3:00. Be sure to watch this video before you explain fossils to your participants.

(https://www.youtube.com/watch?v=bRuSmxJo_iA)

The *Natural History Museum* in the United Kingdom has another great video that explains the process in a more kid-friendly way. Consider sharing their video with your participants.

(https://www.youtube.com/watch?v=87E8bQrX4Wg)

For this activity you'll need:

- A plastic tray
- Playdough
- Plaster of Paris
- Water
- Small toy dinosaurs or
- Seashells or
- Other natural items hard enough to make an impression
- A plastic water bottle to cut up

(Watch this video for more information about this activity:

https://www.youtube.com/watch?v=c8f_ayC24zc)

Explain to your participants that **not every living thing will become a fossil**. In fact, the likelihood of becoming a fossil is pretty rare. Certain factors increased the likelihood of a dinosaur becoming a fossil, like living in or near water, or being buried very soon after death. **Also, fossilization takes a long time**. Ten thousand years!

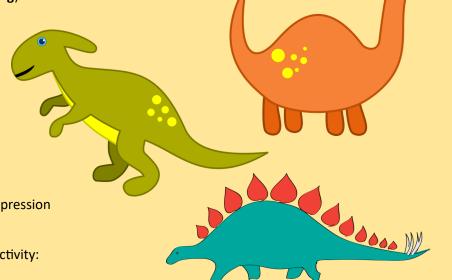
Explain to your participants that **fossils are not the same as bones**. Rather, the bones of the animal have been changed into stone by minerals entering the bones over thousands of years.

Step one: Make a patty of playdough. It should be about the size of hamburger. Put it on the plastic tray.

Step two: Press your toy dinosaur or other object into the playdough. Remind your participants that over time the animal's bones will be replaced by minerals. Remove the toy leaving a print in the playdough.

Step three: Cut the plastic bottle so that you have a ring made out of the bottle, about two inches tall. Press the ring into the playdough, making a wall around your impression.

Step four: Mix up a cup of the Plaster of Paris with 1/2 a cup of water and pour the mixture into the pool you've made with the plastic bottle ring. This represents the minerals seeping into the bones, and turning them into stone. Barely pick up the tray and drop it a few times to tap out any air bubbles. Let set for an hour before peeling off your plastic and playdough to reveal your fossil.

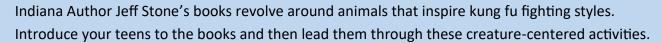






A 30 - 60 Minute Program for Grades 6-12 All About Creatures!

Get your teens involved with your summer reading program through these fun program components tied to an Indiana Author. These ideas can be done remotely or in person.



Activity Number One - Get your teens writing!

In his *Five Ancestor* series, Jeff Stone tells the same story five different times from five different characters' perspectives. Write a story from more than one perspective. Sound challenging? Take a story you know well, like *Little Red Riding Hood*. Tell the story from the perspective of more than one character. If you are unsure how to begin, you can use these prompts:

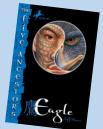
Little Red Riding Hood: Mother said that I should take a basket of bread to grandmother because she is sick. I grab my basket and my red cape and head out the door. She told me not to talk to strangers, but surely that wolf I see up the path will be a gentleman...

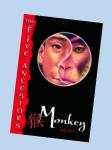
The Wolf: I haven't eaten in days. All I can do is sharpen my teeth and my claws and hope that some unsuspecting (and plump) creature comes my way. What's this? A little girl? Going to her grandmother's house? Maybe I can get two meals today!

The Grandmother: Being old isn't so bad. I enjoy sitting in my bed by the window when the sun is warm. It's nice to think about my little granddaughter and how she may come today to bring me soup and bread. But that knock does not sound like her knock...

Have the teens share their writing through a coffee-house style reading. Provide hot drinks and a microphone. Dim the lights for more ambience! Want to do this virtually? Simply tell the teens to provide their own coffee and take turns reading during your online program. You can even give the teens time to work on their first drafts during the first half of your program!





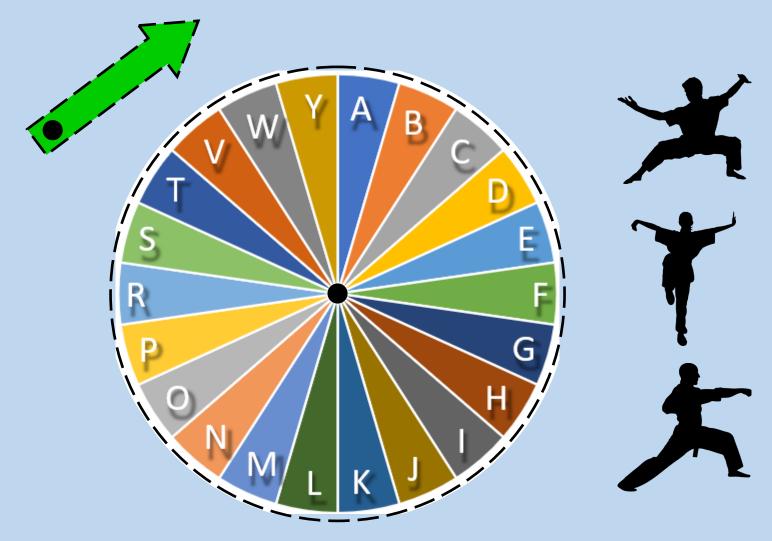






Activity Number Two - Get your teens playing!

Authors always have to think of unique ways to tell stories. Give your teens a brain workout through a fun game of **Creature Categories**. This game can be played remotely or in person. To prep for the program, distribute the Category Cards on the next page, either remotely or in-person. Decide which card you will be using. Use the spinner below to spin a letter. Teens have to come up with unique answers starting with that letter to fill out their category cards. They receive one point for each answer they have that does not match another player's answers. Set a timer for 3 minutes for a more competitive game. If you've played *Scattergories*, then you can play **Creature Categories**!



This spinner is designed to help you have a great game of **Creature Categories.** The tricky letters of Q, U, X, and Z have been removed.

Print this page on heavy card stock. Cut out the circle and the spinner arrow. Attach the arrow to the spinner with a brad (available at office supply shops) or, you can use an earring.

Alternatively, use this YouTube video to see how to make a spinner using a thumbtack, a piece of cardboard, and a paperclip:

https://www.youtube.com/watch?v=_Dj1yQt_yas

Activity Number Three - Get your teens moving!

Learn about the five animals and kung fu by bringing in an expert. Look around your community for someone with martial arts training. Bring them in for a short demonstration in person or for a remote question and answer session. See if you can get your teens to try some of the moves! Don't be afraid to try some yourself!

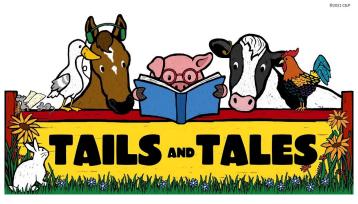
Creature Category Card Number One Animals that swim 1. Insects 2. Magic or mythical creatures 3. Words associated with science 4. Something you'd feed to an animal 5. Sounds that animals make 6. 7. Words associated with mountains 8. Farm animals Names for a pet bird 9. 10. Items in a barn 11. Items associated with dogs 12. Words associated with the forest **Creature Category Card Number Two** Animals that climb Animals with tails 2. **Animal mascots** 3. Pet supplies Countries 5. Names for a pet cat 6. 7. Names for a racehorse (real or made up) Items in a fish tank 8. Creatures associated with Halloween 9. 10. Words associated with the ocean 11. Words associated with a park 12. Words associated with Earth Day **Creature Category Card Number Three** Animals that fly 1. Types of pets 2. Creature characters in film/TV/books Words associated with the desert 4. Bodies of water **Zoo Animals** 6. Names for a pet dog 7. Words associated with rivers 8. Jobs that involve animals Words associated with nature 11. Items associated with cats 12. Creatures associated with Winter / Christmas

Activity Number Four - Get your teens drawing!

Creatures and animals feature heavily in many works of literature. Even if your teens do not know these books, they can still draw pictures to depict the titles.

Drawing Charades is a great game that you can place face to face or over a remote video platform. To start, print out this sheet, cut out the 25 cards below, and make a stack. Create two teams. Team A will nominate one of their members to take the first turn to draw (The Artist) while the rest of Team A guesses what is being depicted in their picture. The Artist will select a card from the top of the stack OR, if playing remotely, the librarian can select the card and send a message to The Artist via private chat. Set a time limit. You might consider making the time limit longer for a remote game. Start your timer! The Artist begins drawing. Their team and only their team can start guessing. If you are playing remotely, consider making use of the White Board feature of your remote video platform, if possible. If Team A can guess the correct answer before time runs out, they receive a point. If they do not, Team B has a chance to earn a point by making one guess. If they guess right, Team B gets the point. Feel free to create your own set of cards!

Black Beauty	Animal Farm	Watership Down	Charlotte's Web	Where the Red Fern Grows
The Call of the Wild	The Wind in the Willows	White Fang	The Tale of Peter Rabbit	Life of Pi
The Hundred and One Dalmatians	Winnie the Pooh	Bambi	Jurassic Park	The Raven
The Jungle	Alice's Adventures in Wonderland	To Kill a Mockingbird	Lord of the Flies	Little Red Riding Hood
The Ugly Duckling	Goldilocks and the Three Bears	Town Mouse and Country Mouse	Three Little Pigs	The Tortoise and the Hare





Books with Indiana Connections for TAILS and TALES

Young Readers

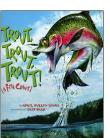
Clifford the Big Red Dog by Norman Bridwell Go Sleep in Your Own Bed by Candace Fleming Badger's Fancy Meal by Keiko Kasza Big is Big (and Little, Little) by J. Patrick Lewis Trout, Trout! by April Pulley Sayre Patch by David Slonim

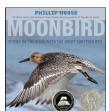


Granted by **John David Anderson** Book of Bones by Gabrielle Balkan Diamond Willow by Helen Frost Moonbird by Phillip Hoose Bears of the Ice by Kathyrn Lasky Wolves of the Beyond by Kathryn Lasky Edge of Extinction by Laura Martin Soar by Tracy Edward Wymer

Teens and Tweens

All That I Can Fix by Crystal Chan Garfield Comics by Jim Davis Monster on the Hill by Rob Harrell The Race to Save the Lord God Bird by Phillip Hoose The Five Ancestors by **Jeff Stone** Tiger Queen by Annie Sullivan Lizard Love by Wendy Townsend





GRANTED

