

Alberta Summer Reading Club

#ABSRC2020



absummerreading.ca



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Sock Bowling

Line 'em up and knock 'em down in this fun, interactive bowling activity!

PROGRAM CATEGORY: Craft, physical activity

AGE GROUP: 4+

TIME REQUIRED: 10-20 minutes

SPACE CONSIDERATIONS: A table/workspace large enough to do craft. Room to gently toss the ball at the cups.

MATERIALS REQUIRED:

- Foam/paper cups
- Red Marker/Sharpie
- Socks (at least 5 indiv.)

INSTRUCTIONS

1. Make the “pins” first. Take 10 cups and colour two thick red lines all the way around the bottom of each cup.
2. Flip the cups over and stack them in a pyramid, starting with 4 pins on the bottom layer.
3. Make the ball next.
4. Roll one sock in on itself before wrapping the next sock around the lump.
5. To finish off the ball, wrap the final sock around the ball and try to mould a ball shape in your hands.
6. (Optional) If using mismatched or old, spare socks, consider decorating the ball with sharpies or stickers, adding 3 dark circles to look like bowling balls!
7. Toss the finished ball at the pyramid, counting one point for every pin that gets knocked off the table. Count 3 points for a “spare” (cleared off in 2 throws). Count 5 points for a “strike” (all pins knocked off in 1 toss).

SUGGESTED BOOKS AND MEDIA:

- *“Bowling Alley Bandit: The Adventures of Arnie the Doughnut”* by Laurie Keller
- *“Pinny the Bowling Pin”* by Leah Ward

CONTRIBUTING LIBRARY: Chinook Arch Library System



Step 1



Step 2



Step 3



Step 4



Step 5

Frisbee Golf

Participants can make their own frisbees before trying their best to win at frisbee golf!

PROGRAM CATEGORY: Craft, Physical Activity

AGE GROUP: 4+ depending on materials

TIME REQUIRED: 20-30 minutes

SPACE CONSIDERATIONS: A table/workspace large enough to do the craft. A large open area for the activity.

MATERIALS REQUIRED:

- Paper plates
- Markers/Sharpies/Paint (optional)
- Stapler/Staples
- Decorations (Stickers/Sparkles/Glitter/etc.)
- Craft Tablecloth
- Small, soft ball (sock balls work perfect) or something else to mark the “goal” area.
- Boundary “markers” (can be any suitable item such as extra shoes or other outdoor clothing items, rope, books, tape, etc).

INSTRUCTIONS Spread the tablecloths over craft surface. Lay your various decorating tools out on your table.

1. Each participant gets two paper plates (foam is an option but does not travel as far as paper plates).
2. Have children decorate both sides of their plates as much as they’d like. This often varies the timing of the craft.
3. Once done, let dry before using to play the game.
4. Staple both paper plates together to form a heavier frisbee (with the decorated sides facing out) OR use both plates as different frisbees to allow more turns of play.
5. The participant tosses the small foam/sock ball in any direction they want.
6. From where the ball landed, set up boundary markers at increasing distances. The closest boundary to the ball receives the highest points, and the farthest away receives the fewest points.
7. From behind the farthest boundary, participants toss the frisbee in the direction of the ball, with the aim to get as close to the ball as possible.
8. Count the points for each throw. Do three throws a round.
9. At the end of each “round”, add the points to the total so far. (Have the participants try to do the addition!)

10. Decide how many rounds make a game. Participants can compete against their previous scores, parents/caregivers scores, fellow participants scores, or even their *librarians* scores!

SUGGESTED BOOKS AND MEDIA:

- *“Home Run, Touchdown, Basket, Goal! Sports Poems for Little Athletes”* by Leo Landry
- *“The Ultimate Sport: A Children's Book about Ultimate Frisbee”* by Allison Wallace

CONTRIBUTING LIBRARY: Chinook Arch Library System



Step 3



Step 6



Step 8

Olympic Flags

Kids will create their own team flag for the SRP Olympics!

PROGRAM CATEGORY: Craft

AGE GROUP: 4+ depending on materials

TIME REQUIRED: 10 minutes

SPACE CONSIDERATIONS: A table/workspace large enough to do the craft.

MATERIALS REQUIRED:

- Paper (thick/stiff is better) or a small canvas
- Colouring supplies (Markers/Paint/Crayons/etc)
- Painter's Tape
- Decorations (Stickers/Sparkles/Glitter/etc.)
- Popsicle sticks or medium-sized sticks from outdoors (optional)
- Craft Tablecloth

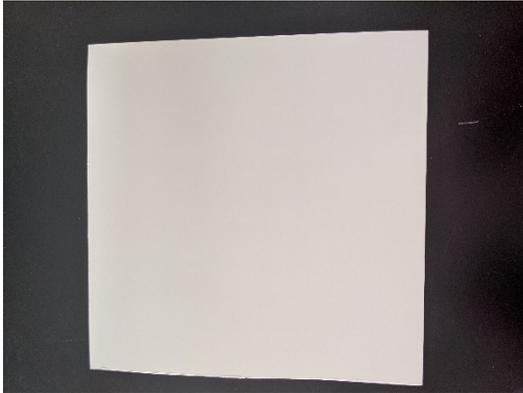
INSTRUCTIONS:

1. Spread the tablecloths over craft surface. Lay your various decorating tools out on your table.
2. Each participant gets a piece of paper or small art canvas.
3. Use the painter's tape to create a design/pattern on the "flag"—leaving much white space.
4. Colour in each section of the "flag" that is not covered by tape.
5. While drying, have the children brainstorm their "nation's" names!
6. Once dry, remove tape from the "flag" as carefully as possible, leaving a unique design.
7. If desired, tape the chosen stick onto one short edge of the flag (for canvas flags: large, flat popsicle sticks work best).
8. As an added (optional) activity, have the participants take a picture holding their flag each time they finish a book. Keep a tally and then create a collage/slideshow at the end of the summer marking their reads for their very own SRP Summer Olympics!

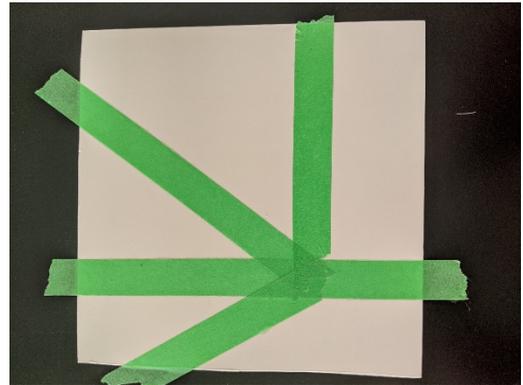
SUGGESTED BOOKS AND MEDIA:

- *"Mr. Lemoncello's Library Olympics"* by Chris Grabenstein
- *"The Wildest Race Ever: The Story of the 1904 Olympic Marathon"* by Meghan McCarthy
- *"The Dragon Games!"* by Jaden Kent

CONTRIBUTING LIBRARY: Chinook Arch Library System



Step 2



Step 3



Step 4



Step 6



Step 7

Coin Hockey

Can you score the best shot? Find out with this easy, accessible game of coin hockey!

PROGRAM CATEGORY: Physical activity, tabletop game

AGE GROUP: 4+

TIME REQUIRED: 10 minutes

SPACE CONSIDERATIONS: A table/workspace large enough to do activity.

MATERIALS REQUIRED:

- Table (or a clean, smooth floor)
- Coins for “sticks” and “pucks”
- Tape
- Timer (Optional)

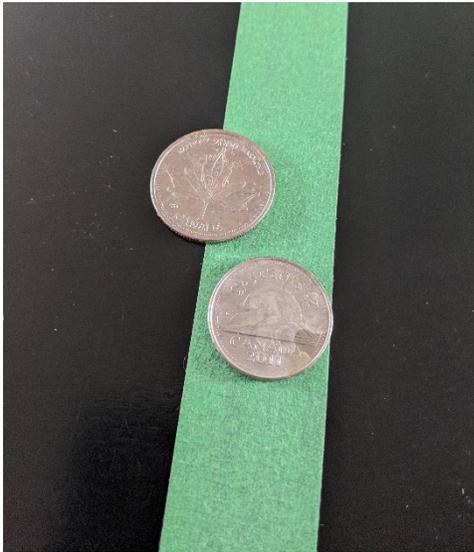
INSTRUCTIONS:

1. Each participant is given a coin as their “stick”.
2. Establish which coin is the “stick” and which is the “puck”. Try using a smaller sized coin for the “puck”. Have several “pucks” ready for the start of the game.
3. Tape out the centre line and goal(s) on the table or floor.
4. Have the “referee” decide which shots count as in or out before starting the game (ie: does touching the goal line count as in?).
5. Using one finger, slide the coin (stick) along the table to tap the other coin (puck) forward.
6. The player tries to tap the “puck” across the center line with only one push.
7. Once across the center line, start counting how many taps with the “stick” it takes to get the puck into the goal.
8. The final shot must be taken from behind the designated goal crease area.
9. If the “puck” doesn’t cross the center line to begin, slides off the table or out of bounds, or if the final shot does not make it into the goal, it’s no longer in play and is removed.
10. If the shot makes it in, make a tally of how many “shots” it took. If it misses the goal, do not count.
11. Continue in this way until either the time runs out or the allotted “pucks” run out.
12. The “referee” counts how many “pucks” made it into the goal.
13. To add a bit of math to the wrapping up of the game, have the participants average out their shooting score—the amount of taps it took from the centre line to making it into the goal for each “puck” in the goal added together, divided by the amount of pucks.
14. The lower the average, the better. Participants can compete against their own score, their librarian’s score, or their fellow participants score!

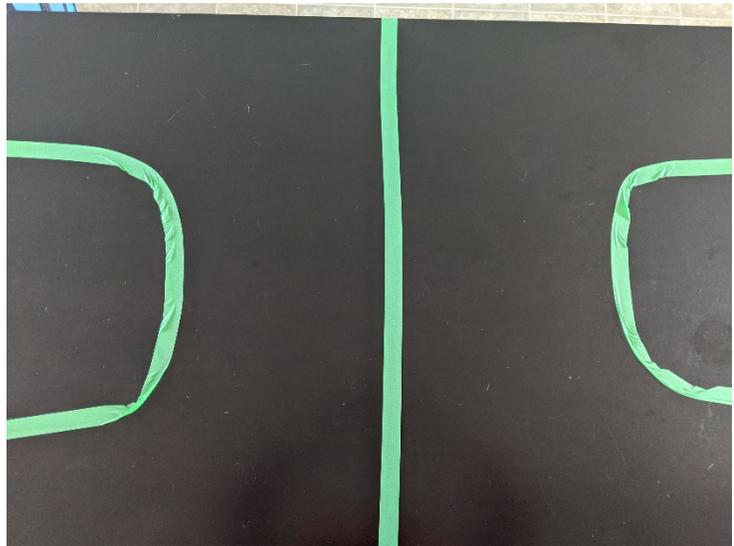
SUGGESTED BOOKS TO READ:

- *"Hayley Wickenheiser"* by Lorna Schultz Nicholson and D.A. Bishop
- *"I Can Read Hockey Stories: Hayley's Journey"* by Sarah Howden and Nick Craine
- *"Let's Play a Hockey Game!"* by Kari-Lynn Winters and Helen Flook

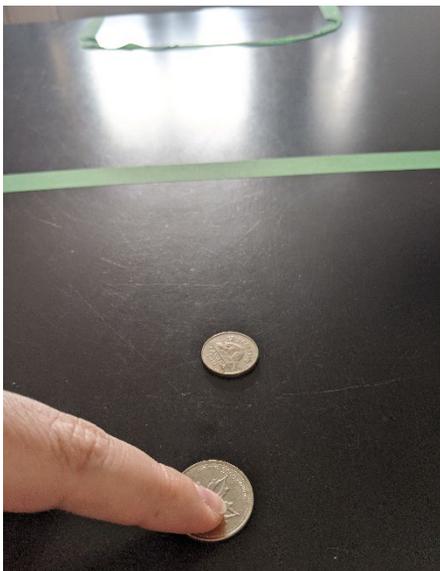
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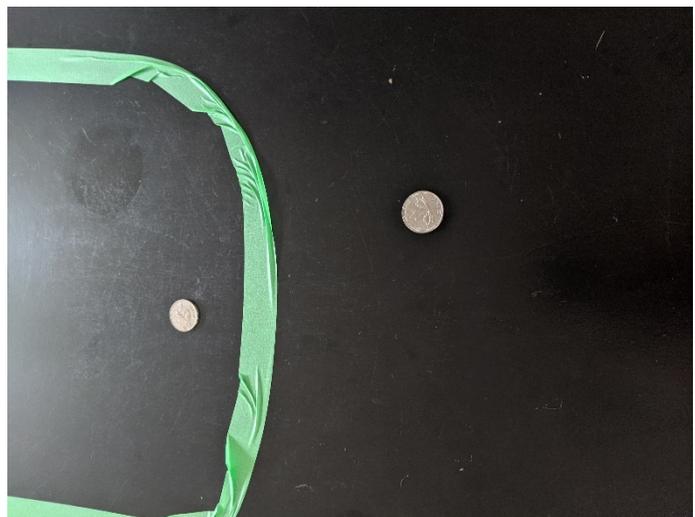
Step 1/2



Step 3



Step 5/6



Step 8

Coding a Maze

Learn the basics of coding language as you guide a small figurine through a paper maze, and then try out your new coding skills on the computer.

PROGRAM CATEGORY: An activity (game) that can be completed offline

AGE GROUP: 6-8 years old

TIME REQUIRED: 30-45 minutes

SPACE CONSIDERATIONS: (indoor activity) Participants will need access to tables and enough space to spread out the coding printouts. If the computer coding portion of this activity is included, all participants will also need access to a computer or tablet (individually or shared in small groups).

MATERIALS REQUIRED:

- Paper for printing maze templates
- Paper for printing coding commands
- Characters (figurines similar in size to a LEGO person)
- LEGO or DUPLO (optional)
- Computers or tablets (optional)

INSTRUCTIONS: https://tdsrcstaff.cdn.prismic.io/tdsrcstaff/bdf04839-01d6-4389-8d57-3e6629842077_Coding+a+Maze.pdf

Preparation

- Print several copies of the coding commands—about one copy for every two participants
- Separate the coding commands by cutting along the grey lines
- Print out maze templates, one for each participant

Implementation

Optional: Participants can add LEGO or DUPLO to the grey parts of the printed mazes

Hand out Maze 1

1. Introduce the concept of “sequence”:
2. Code must be written in a specific order called a sequence
3. Just like a story wouldn’t make sense if the sentences were re-arranged in the wrong order, code won’t work if it’s written in the wrong sequence
4. This applies to the maze and also to coding more generally
5. For this maze, hand out the following pre-cut coding instructions: Go Forward, Turn Right, Turn Left, End
6. Participants need to create a long list of the instructions that they think the character needs to follow to reach the end of the maze
7. The character must avoid the grey areas of the maze and only stay on the white squares

8. Once participants have organized their list from top (first command) to bottom (final command), place the character at the start of the maze
9. Another participant, staff or a caregiver can check the code by moving the character and following the instructions in the list
10. Flip over each command as it is completed
11. Participants can make corrections as needed—young children often need corrections on left and right turns, as they must think about the turns from the characters' perspective

Hand out Maze 2

12. Introduce the concept of “loops”:
13. This is when you want to repeat steps in a sequence
14. Rather than piecing together three separate “move forward” commands, children can learn to use the code “for the next _ steps, move forward,” filling in the blank space with the amount of steps needed
15. Hand out the following pre-cut coding instructions: Go Forward, Turn Right, Turn Left, For ___ Steps, End
16. Participants need to create a long list of the instructions that they think the character needs to follow to reach the end of the maze o It’s a good habit to start indenting the line of code underneath the loops—this is required by some computer coding languages, and it also makes the language much more readable
17. Once participants have organized their list from top (first command) to bottom (final command), place the character at the start of the maze
18. Another participant, staff or a caregiver can check the code by moving the character and following the instructions in the list
19. Flip over each command as it is completed
20. Participants can make corrections as needed

Hand out Maze 3 (Note: a more advanced concept; for older children)

21. Introduce the concept of “if-then-else” statements:
22. These will enable kids to think about writing as short a program as possible
23. An if-then-else statement is comparable to answering a true or false question—if the answer is true, a certain action occurs; if the answer is false, another action occurs
24. To get their character to walk in a straight line, participants could come up with the following code: “If > there is no wall > in front of me > go forward”
25. Hand out all of the coding instructions: Go Forward, Turn Right, Turn Left, For ___ Steps, If, Else, Else If, There is a Wall, There is Not a Wall, In Front of Me, To My Left, To My Right, On All Three Sides
26. Participants need to create a long list of the instructions that they think the character needs to follow to reach the end of the maze
27. There are many possible codes that can be written based on these options
28. Allow participants to experiment with the different options and see if they can write a variety of code to get their character to the end of the maze
29. There are many ways to get the character from start to finish, so keep on experimenting with different codes

30. Once participants have organized their list from top (first command) to bottom (final command), place the character at the start of the maze
31. Another participant, staff or a caregiver can check the code by moving the character and following the instructions in the list
32. Flip over each command as it is completed
33. Participants can make corrections as needed

If you have access to computers or tablets for the program, or if you would simply like to encourage participants to practice their coding after the program, try out the ten challenges on maze blocky, which is a comparable exercise to the printed maze the kids have just completed

SUGGESTED BOOKS AND MEDIA:

- *“Awesome Minds: Video Game Creators”* by Alejandro Arbona
- *“How to Code a Sandcastle by Josh Funk I’m a JavaScript Games Maker: The Basics”* by Max Wainewright

CONTRIBUTING LIBRARY: Northern Lights Library System

Marble Maze Madness

Recycle plastic straws to create your own 3D maze and challenge your friends and family to solve it!

PROGRAM CATEGORY: Craft/STEM activity

AGE GROUP: 6+ and can be adapted for complexity.

TIME REQUIRED: About 60 minutes from start to finish. Time will vary with complexity of maze design.

SPACE CONSIDERATIONS: This is an indoor program that requires little space.

MATERIALS REQUIRED:

- Cardboard (We used a piece roughly 8.5x11")
- Scissors
- White glue or hot-glue gun
- 10-20 plastic straws
- Pencil
- Colored paper (optional)
- Markers (optional)
- Marbles

INSTRUCTIONS:

1. Sketch out a rough design for your maze on the coloured paper. (If you chose not to use coloured paper, draw your maze directly on the cardboard base). Remember to make sure your maze will comfortably fit a marble, taking into account the width of the straws. It's also important to check to make sure your maze is solvable. How easy or hard it is is up to you!
2. If you chose to use coloured paper for the "floor" of your maze, glue it securely to your cardboard base to make it sturdier.
3. Starting with the outer edges, cut and glue straws to make the walls of the maze, following your sketch. Make sure that your maze has an entrance, exit, and a border to stop the marble from falling off the edges. Make sure to run your marble through it periodically as you go to ensure it fits easily around corners, down aisles, etc.
4. Once your maze is done, try to solve it by guiding the marble through the maze by holding the maze by its cardboard base and tilting it gently to move the marble. Challenge your family to solve your 3D maze and see who can get to the finish line fastest!

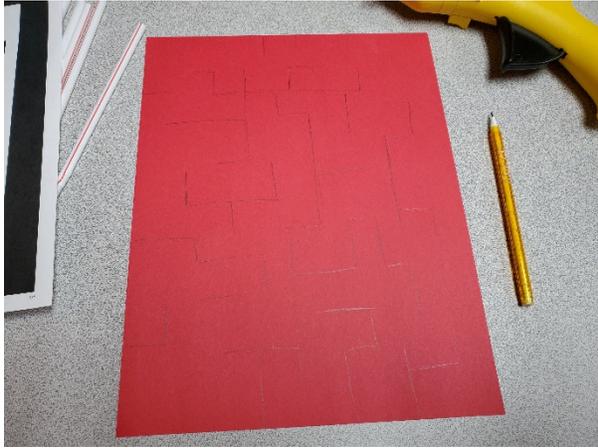
SUGGESTED BOOKS AND MEDIA:

- *"The Gardener's Maze"* by Dot Meharry (read aloud on Youtube: <https://youtu.be/b-WG-xcWCKI>)
- *"Bird and Squirrel All Tangled Up"* by James Burks
- *"Frida and the Bear Play the Shape Game"* by Hanne Bartholin and Anthony Browne

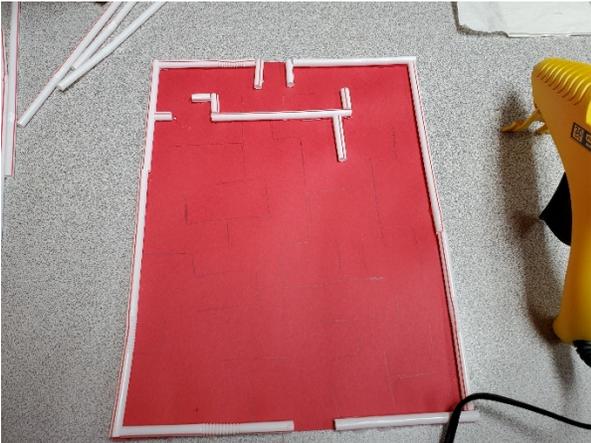
CONTRIBUTING LIBRARY: Valleyview Municipal Library



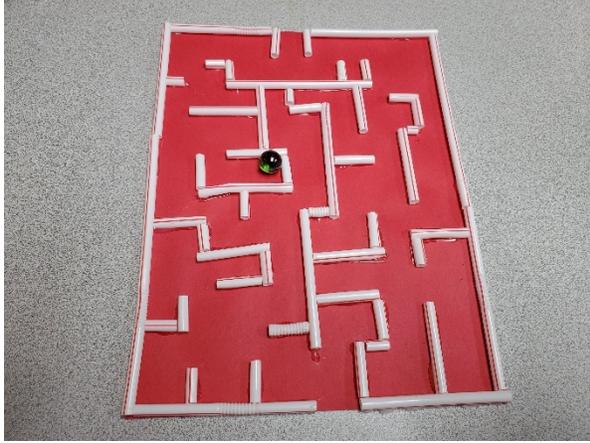
Supplies



Step 1



Step 3



Step 4

Rubber Band Powered Car

Do you love to race toy cars? Make your own rubber band powered car and see how fast & how far it will go!

PROGRAM CATEGORY: Science / craft / game – has to be made with physical materials but directions or results can be shared online.

AGE GROUP: age 6+ (adult assistance may be needed with cutting & making elastics behave!)

TIME REQUIRED: 10 min (box prepared, minimal décor) – 30 min (from scratch with decorating)

SPACE CONSIDERATIONS: Just at the table. Moving to the floor to test / race the car.

MATERIALS REQUIRED: Per child / car

- 1 cardboard box (jello or macaroni & cheese or similar best – not flattened)
- 4 milk jug lids (soft plastic best)
- 1 popsicle stick (half sized – short – best)
- 2 bamboo skewers
- 5 elastics (regular type – can include extra elastics in case of snapping)
- Paint or any type of decorations desired

INSTRUCTIONS:

(You do not need to turn the box inside out as in the picture – that’s just something I tried. Also, I took apart my already constructed car which is why you see decorations, etc in the photos.)

1. Create an opening: Cut a rectangle out of the bottom of the box – leaving about one inch of the bottom of the box intact at each end. (This allows for more stability of the body of the car.)
2. Punch axle holes: Using a single hole punch, create the four holes for the two axles to go through on the sides of the box. Make sure the two holes for each axle line up with each other. The holes should line up to about the middle of the one inch section we left intact at each end of the box.
3. Prepare the anchor: Create a slit for the popsicle stick in both the top & bottom of the box (car body). This slit should be between the end of the box and the placement of the axle (you may want to put an axle in the holes just to make sure of your slit placement). Insert the popsicle stick to make sure the holes work. Remove the popsicle stick (and axle).
4. Decorate the body of the car if desired – this is a good point at which to paint. The car can always be decorated later, but it may be easier to do this without the axles or tires attached.
5. Prepare the tires: Using something pointy (ex. end of bamboo skewer, or thin screwdriver, or pen) poke a small hole in the middle of each of the milk jug lids. Do not make the holes very large – they will need to fit snugly against the axles.

6. Prepare the axles: You will probably need to shorten the axles. They should extend about an inch past the box on each side when inserted into the axle holes.
7. Anchor the elastic: Cut one elastic so that it is a straight line. Tie one end of the elastic to the popsicle stick. Insert the popsicle stick into the slits so that the elastic is inside the box. (Put one end of the stick into one slit from the inside of the box, slide the popsicle stick down until you can insert the other end of the popsicle stick from inside the box. You may have to roll the elastic up and down the popsicle stick to facilitate this process.)
8. Tie the elastic to the axle: Tie the loose end of the elastic to one of the axles (the axle does not need to be inserted into the axle holes for this). You want to tie it so that the elastic has no slack, but in fact is a bit taut when the axle is inserted into the axle holes that are farthest from the popsicle stick anchor. The knot must also be very tight against the axle – if it is not, you will not be able to generate any power with the elastic. Insert the axle into the axle holes.
9. Attach the tires: Insert the other axle into the axle holes. Attach the “tires” (milk jug lids) to the axles. The tires should not be right against the body of the car.
10. Finish the tires: Wrap a rubber band around each tire. This gives the car traction when it tries to move across the surface.
11. Test your car: Push down gently on the car and pull the car back along the ground. Release! The car should travel forward. If this is not working, turn the car around and try the same thing again. If this is still not working, check that the elastic is tied tightly against the axle. The elastic may need to be tightened from time to time with excessive play.

SUGGESTED BOOKS AND MEDIA: Any non-fiction books about cars! Any books about cars from the movie “Cars” – or the “Cars” movie itself. Any stories with cars in them!

- Non-fiction (on Hoopla) – “*Amazing Rubber Band Cars*” by Mike Rigsby
- Non-fiction (on Hoopla) – “*The Inventor’s Secret: What Thomas Edison Told Henry Ford*” by Suzanne Slade)
- Elastic Potential Energy YouTube Video:
- <https://youtu.be/rLgfeKbTBII>
- Kinetic & Static Friction Forces YouTube Video: <https://youtu.be/CTLXubXOTUQ>
- Types of Friction (including rolling friction) Article:
- https://www.school-for-champions.com/science/friction_types.htm#.XrlbeKhKg2x

CONTRIBUTING LIBRARY: Drayton Valley Library



Supplies



Step 1/2



Step 3a



Step 3b



Step 3c



Step 4



Step 5



Step 6



Step 7a



Step 7b



Step 8a



Step 8b



Step 9



Step 10



Step 11



Finished Product

Monster Magnets

Great for Halloween decorations or every day fun! Stick these cute magnetic monsters to any metal surface to hold notes, photos and more! A table/workspace large enough to do craft will be required-somewhere close to an outlet if using a hot glue gun.

PROGRAM CATEGORY: Craft, Monsters

AGE GROUP: Ages 4+ (with adult assistance)

TIME REQUIRED: 20 - 30 minutes

SPACE CONSIDERATIONS: A table/workspace large enough to do the craft.

Supplies:

- Popsicle Sticks
- Magnets (old ones can be cut into pieces and used)
- Googly Eyes
- Coloured Paper
- Scissors
- Paint and/or Markers
- White Glue
- Hot Glue (For popsicle sticks)

Optional Supplies for Decorating:

- Feathers
- Glitter
- Pipe Cleaners
- Stickers
- Ribbon
- Anything else you can think of!

INSTRUCTIONS:

1. Lay out your popsicle sticks that are going to be the base for your magnet (Fig. 4). Take two more popsicle sticks- lay one diagonally across the sticks you have laid out (Fig. 5). Take the second popsicle stick and carefully break it in half. Lay the two broken pieces diagonally the opposite direction of the first popsicle stick (Fig. 6). These diagonal popsicle sticks need to be hot glued to your magnet base to make it sturdy.
2. When you have the base prepared, you can hot glue your magnet to the back along the diagonal sticks (Fig. 7).
3. After the glue has cooled you can flip over your magnet and decide whether you are going to paint it or colour it with markers (or not colour it at all!) (Fig. 8)
4. Next, after the paint/marker is dried, add your googly eyes, arms, horns/spikes, and mouth/teeth (Fig. 9). Remember to be as creative as you want! Coloured paper works

well for cutting out arms/horns/spikes/mouth/teeth. Pipe cleaners also work well for making bendy arms and legs! (Fig. 10)

5. Now you can add any final touches! Add feathers, glitter, stickers or anything else you want to your Monster Magnet! Make it as silly or scary as you like! (Fig. 11, 12 & 13)

SUGGESTED BOOKS AND MEDIA:

- *Monsters Inc.* (Movie)
- *"Monster Trouble"* by Lane Fredrickson
- *"The Monster in the Backpack"* by Lisa Moser

CONTRIBUTING LIBRARY: Beaverlodge Public Library



Supplies



Step 1



Step 2



Step 3



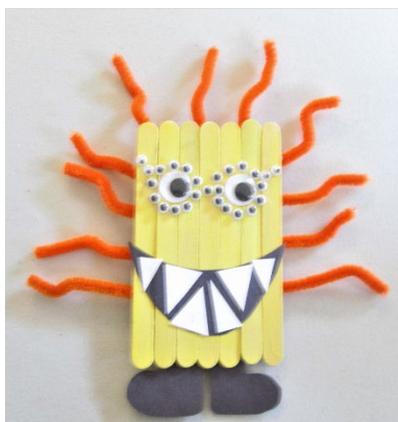
Step 4



Step 5



Step 6



Step 7



Step 8



Step 9

Let's Play Some Basketball

Can you score a 3 pointer? Test your skills out on your own mini basketball court!

PROGRAM CATEGORY: Craft and table activity.

AGE GROUP: 6+ with parental assistance on some of the cuts.

TIME REQUIRED: 15 – 30 minutes per basketball net.

SPACE CONSIDERATIONS: A table/workspace to work on.

MATERIALS REQUIRED:

- Cardboard
- Paperboard
- Two plastic cups* (Ideally clear)
- 14 straws*
- Red and black sharpie
- Glue or tape – a hot glue gun works well IF you are comfortable with one
- Scissors
- Ping pong ball

*Half the supplies are needed if you want one basketball net

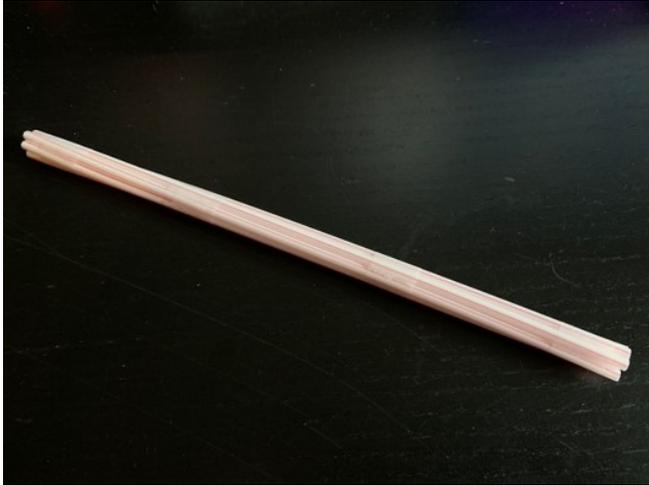
INSTRUCTIONS:

1. Tape seven straws together in a tightly packed cylinder and make sure that they are level on one end.
2. Create the backboard. To do this, cut a piece of paperboard into a small rectangle that is at least three inches tall and around six inches wide. Wrap this in white paper and tape the paper to the paperboard.
3. Cut your plastic cup in half, then color the rim red or orange. To create the net, use a black sharpie and draw in a crisscross pattern.
4. Tape or glue the plastic cup's rim to the lower portion of the backboard. If the plastic cup is not sitting at a 90-degree angle with the backboard, add some paperboard between the cup and backboard below the rim. This should hold the cup at a 90-degree angle.
5. Draw a square over the net on the backboard. You can get creative and decorate the backboard however you like.
6. Tape or glue the backboard to the top inch of the straws. Avoid taping the backboard to the level end of the straw pole. If you use glue, make sure it dries before you continue.
7. Tape or glue the bottom end of the straws to a piece of cardboard that is six by six inches. If you only want one basketball net, you can finish here.
8. Repeat the above steps for a second net.
9. Tape both finished basketball nets on opposite sides of a large piece of cardboard and decorate it to look like a basketball court.

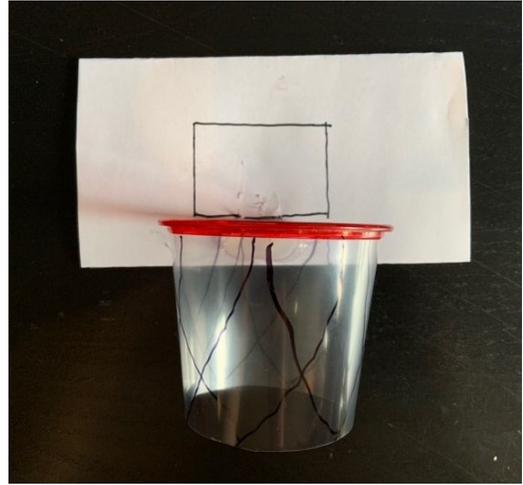
SUGGESTED BOOKS AND MEDIA:

- *“Dino Basketball”* by Lisa Wheeler
- *“Salt in his shoes: Michael Jordan in pursuit of a dream”* by Jordan Deloris
- *“Jimmy's boa and the bungee jump slam dunk”* by Trinkia Hakes Noble

CONTRIBUTING LIBRARY: Marigold Library System



Step 1



Steps 2 - 5



Finished Basketball Net

Make Some Noise!

Learn how to play different rhythms with your own snare drum!

PROGRAM CATEGORY: Craft and Musical Activity.

AGE GROUP: 5+ with parental assistance.

TIME REQUIRED: 15 – 30 minutes.

SPACE CONSIDERATIONS: Table/workspace to work on.

MATERIALS REQUIRED:

- Tin can
- Packing tape
- Medium to large balloon
- 3 or 4 elastic bands that fit tightly around the tin can
- Beads
- String
- Scissors

Optional:

- Any craft supplies to decorate the snare drum

INSTRUCTIONS:

1. First remove both ends of your tin can so that it is a tube.
2. Next, take the packing tape and pull it across one end of the tin can until one end is completely covered. Make sure that the tape is pulled across the cans opening as tightly as possible. If the tape is not tight the drum won't work properly.
3. Once there is a tight seal on one side of the can it is time to cut the balloon so that it can cover the other end. To do this, take a medium to large balloon and cut off the first inch of the balloon.
4. Cover the opening of the tin can with the balloon. If you can't pull the balloon over the can, cut a bit more of the balloon so that there is a slightly larger opening and try again. Make sure that you pull the balloon as tight as you can without breaking it so that the balloon is completely flat over the opening of the tin can. If this step doesn't work you may need a larger balloon.
5. Once the balloon is on the tin can take two rubber bands that fit tightly around the tin can and wrap them around the part of the balloon that is on the sides of the tin can.
6. To create the snare, pick your favorite small beads and thread them on a string. Make sure that there are enough beads to cover $\frac{3}{4}$'s of the diameter of the tin can. Tie off the two ends of the string with a bead on each side. When the snare is pulled over the drum the two beads should go about one inch to one and a half inches past the edge of the tin can.
7. Take another two rubber bands and put them slightly higher than the edge of the balloon. Pull the thread under the rubber band and have one bead on the opposite side

of the snare. Do this on opposite sides of the drumhead so that the snare can be pulled tight across the drumhead.

8. At this point if you want to decorate the snare you can cover it in paper and decorate it. Make sure that the two beads on each end of the snare string are accessible.
9. Add a string, yarn, or whatever you prefer as a strap for the snare. You can use this to hang the drum from your neck, making it easier to play.
10. Pull the snare strings tight to turn on the snare or loosen them slightly to turn them off.

SUGGESTED BOOKS AND MEDIA:

- *“Dance of the Violin”* by Kathy Stinson (available on tumblebooklibrary.com)
- *“The First Music”* by Dylan Pritchett (available on tumblebooklibrary.com)
- *“Punk Farm”* by Jarrett J. Krosoczka

CONTRIBUTING LIBRARY: Marigold Library System



Foosball Fun

With Foosball Fun you can finally have the foosball table you have wanted!

PROGRAM CATEGORY: Craft and activity.

AGE GROUP: This program is best suited for 6+ with parental supervision and assistance or 8+ without. Be aware of your own child's skill level with scissors or knives – everyone is different making the age range flexible.

TIME REQUIRED: 1 Hour +

SPACE CONSIDERATIONS: A table/workspace to work on.

MATERIALS REQUIRED:

- A good pair of scissors or ideally an x-acto knife (parent use only)
- Markers
- Cardboard box or shoe box
- Clothing Pins
- Wooden dowels*
- Tape or Glue
- Anything that you want to decorate the clothing pins and foosball table with
- A hole punch – suggested but NOT required

*Other possible supplies are straws, cardboard tubes, or any cylinder that is long enough

INSTRUCTIONS:

1. If you don't have a shoe box, cut a cardboard box so that it is about the same size as a shoe box. Make sure that the box you use is an inch taller than the cloth pins.
2. Punch or cut out holes that are the size of the wooden dowel or straws that you plan to use. The holes should be about the same distance away from the end as the length of the clothing pins.
3. Cut two more holes on each side so that there are a total of four holes on each side. They should be evenly placed inside the holes used for the goalies.
4. Cut out squares on each end of the box for the goals. They should be tall enough for the ball to fit under and as wide as you want. The best width is just enough for the ball to pass the goalie on either side.
5. At this point you can decorate your foosball table however you want. Use green pieces of construction paper as the field.
6. Next, cut four dowels or tape together straws to make four 1'6" rods. Put these rods through the four holes that you cut into the cardboard box. **IMPORTANT** – kids should not cut the wooden dowels to size. Adult assistance is required at this step if you use wooden dowels.
7. Finally, attach the clothing pins to the rods. There should be 1 pin as a goalie and 2 or 3 pins on the center rods. To prevent the dowels or straws from leaving the holes, test

your clothing pin placement before gluing the clothing pins down. Move them side to side, does the rod fall out.

SUGGESTED BOOKS AND MEDIA:

- *"The Great Shape-Up"* by Eleanor May (available on tumblebooklibrary.com)
- *"Dino-Soccer"* by Lisa Wheeler
- *"Soccer Star"* by Mina Javaherbin

CONTRIBUTING LIBRARY: Marigold Library System



Steps 1 - 4



Step 5



Step 6/7

Let's Go Skee Ball

Time to bring the arcade to your own home! Let's Go Skee Ball is a great craft and activity for the whole family.

PROGRAM CATEGORY: Craft, activity.

AGE GROUP: 7+ with parental assistance on some of the cuts. This program is family friendly and younger kids can help decorate.

TIME REQUIRED: 1 hour

SPACE CONSIDERATIONS: A table to work on and a hallway or open space to play the game.

MATERIALS REQUIRED:

- A good pair of scissors or a knife
- Colorful paint or markers if you want to design the Skee Ball ramp and tower
- Markers
- Two or three cardboard boxes
- Paper
- Duct tape or packing tape
- Paper Cups or Plastic Cups

INSTRUCTIONS:

The Tower:

1. Cut the tabs off on one side of a cardboard box so that it is completely open on that side. Once that is done you will cut off one of the short sides of the box at a slight angle. This should result in the box sitting at an angle when you set it down on the angled edge.
2. Trace the cups with the opening of the cup facing the cardboard box. These will be the outlines for the holes to place your cups in. To cut the holes you will need to make multiple slits inside the outline with a knife or scissors. It should look like a pizza when you are done. Fold down the tabs inside the box, but don't cut them off! Test fit one of your cups and make sure each hole is big enough. This step may require parental assistance for any child not comfortable with a knife or scissors.
3. Once you have cut holes for the cups you will cut out the bottom of the cups. Ask for parental help if you are not comfortable with this. After that you will place the cups inside the holes and tape the cups to the tabs from the last step.
4. At this point the tower for your Skee Ball machine can be used, but I recommend a few more steps.
5. Take a cardboard box that is slightly larger than the first one and cut off one of the short ends.

6. Tape together the tabs so that the sides are extended. Now you can place the box with cups inside the second box and you will have a way to contain some of the balls and prevent balls from bouncing out.

The Ramp:

7. Cut one corner of a cardboard box and lay it out flat.
8. To create the incline of the ramp, take the tab from both sides of one end and overlap them. The end of the cardboard should lift up into the air. Tape that tabs together with the inclined tab underneath of the flat tab. This should leave one side inclined.
9. Finally tape all the rest of the tabs together while the cardboard is laid out flat. There should be no gaps throughout the length of the cardboard. This will result in the tabs being lifted into the air to create sides for the ramp.

SUGGESTED BOOKS AND MEDIA:

- *“At The Boardwalk”* by Kelly Ramsdell Fineman
- *“Mitchell Goes Bowling”* by Hallie Durand (accessible through tumblebooklibrary.com)
- *“Dino-Baseball”* by Lisa Wheeler

CONTRIBUTING LIBRARY: Marigold Library System



Step 1



Step 2



Step 3



Step 5



Steps 7 - 9

HOMEMADE SIDEWALK CHALK PAINT

Create your own homemade sidewalk chalk paint.

PROGRAM CATEGORY: Craft

AGE GROUP: Ages 5+

TIME REQUIRED: 10 minutes to mix, and spend as much time as you want painting outside!

SPACE CONSIDERATIONS: The great outdoors!

MATERIALS REQUIRED:

- 2 cups cornstarch
- 2 cups water
- 6 drops food colouring OR 1 tsp tempura paint (6-8 colours)
- Paintbrushes
- 6-8 small plastic cups or muffin tin
- Spoons for stirring

INSTRUCTIONS:

1. Mix cornstarch and water in equal amounts.
2. Mix until corn starch is fully dissolved.
3. Pour into plastic cups or small muffin tins.
4. Add desired colour to each cup, then give it one last stir.

SUGGESTED BOOKS AND MEDIA:

- *“Chalk”* by Bill Thomson
- *“Cool Ali”* by Nancy Poydar

CONTRIBUTING LIBRARY: Redcliff Public Library



Make-Your-Own Foam Jersey Bookmark

Participants can make their own jersey bookmark this summer to let their creativity reign while getting a functional Game On themed bookmark!

PROGRAM CATEGORY: Craft

AGE GROUP: 4+ depending on materials

TIME REQUIRED: 10-20 minutes

SPACE CONSIDERATIONS: A table/workspace large enough to do the craft.

MATERIALS REQUIRED:

- Foam coloured sheets
- Markers/Sharpies
- Jersey Stencils (included)
- Scissors
- Decorations (Stickers/Sparkles/Glitter/etc.)
- Craft Tablecloth

INSTRUCTIONS:

1. Spread the tablecloths over the craft surface. Lay your various decorating tools out on your table.
2. Each participant gets a foam sheet and a stencil for their jersey.
3. Depending on the age, have children trace and cut out the jersey using the provided stencils, help some children cut out the jersey, or have the children trace the jersey and cut it out for them.
4. Instruct children to write a name across the top accompanied by a number to complete the jersey. (It can be their last/family name, or, they can be creative and choose the name of their favourite book character!)
5. Encourage them to continue decorating it in any way that they want!
6. Once done, let dry before using to mark their page in the book they are currently reading!

SUGGESTED BOOKS TO READ:

- *“Carey Price: How a First Nations Kid Became a Superstar Goaltender”* by Catherine Rondina
- *“The Day Dad Joined My Soccer Team”* by Maureen Fergus and Mike Lowery
- *“I Can Read Hockey Stories: What's in a Number?”* by Meg Braithwaite and Nick Craine
- *“5-Minute Basketball Stories”* by Sarah Howden and Nick Craine

CONTRIBUTING LIBRARY: Chinook Arch Library System



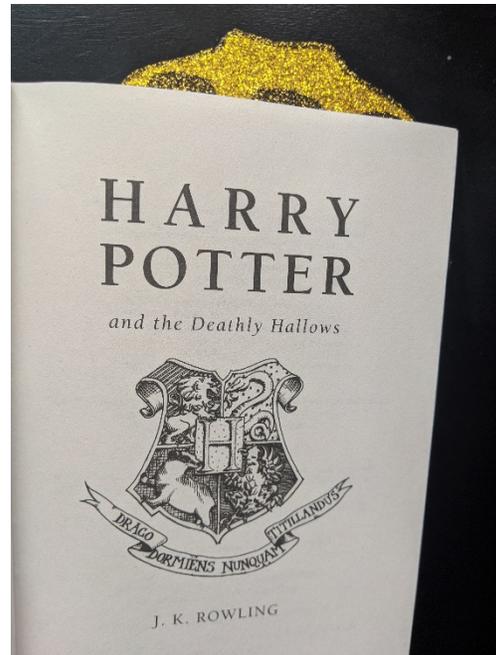
Step 2



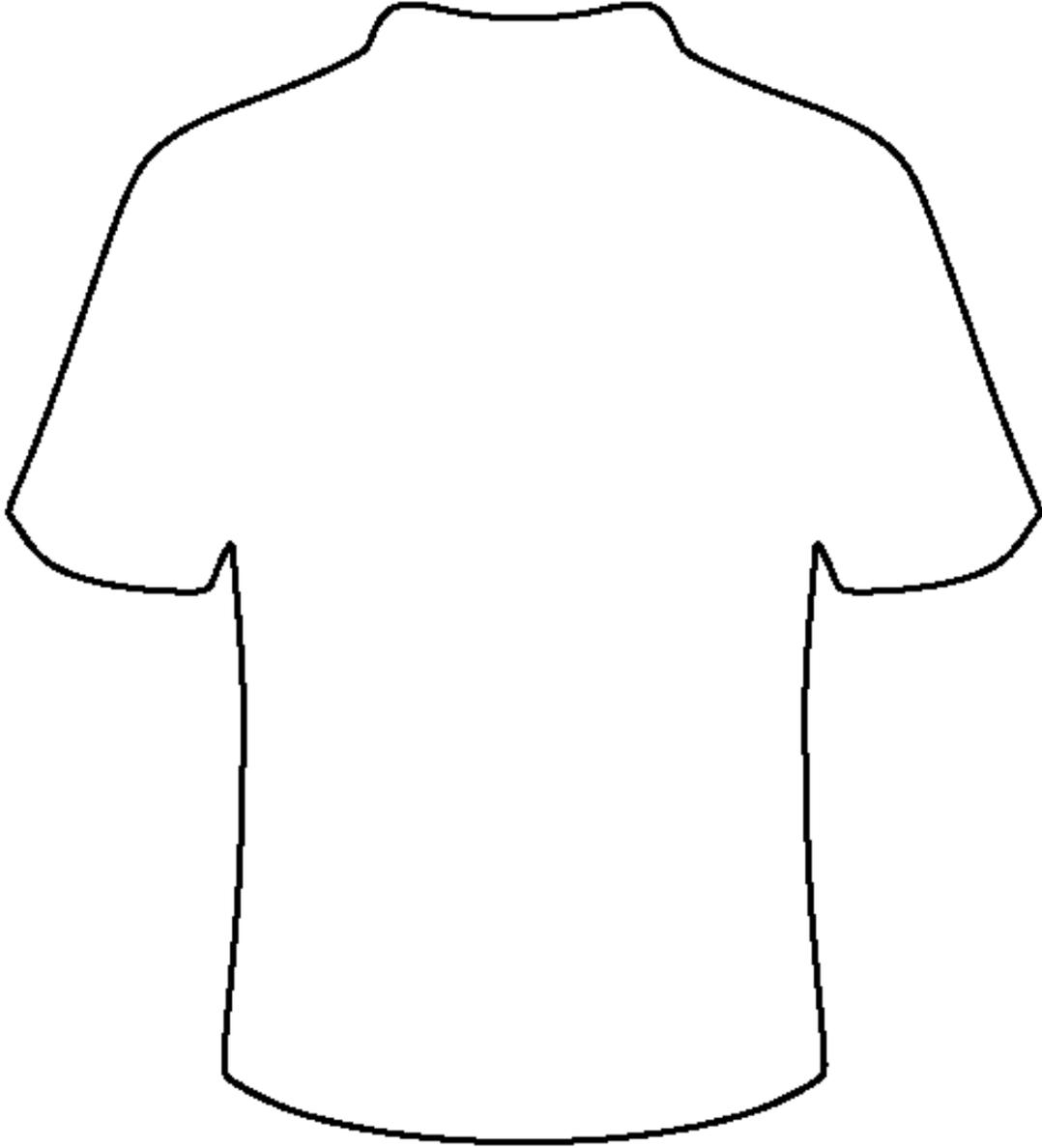
Step 3



Step 4



Step 6



Source: <http://clipart-library.com/clipart/5TRrBb7Xc.htm>
Measurements are for a 5 x 7 in print out.

Lava Lamp

PROGRAM CATEGORY: Craft, Science

AGE GROUP: Ages 4+ (with adult assistance). Fun for all ages!

TIME REQUIRED: 10-20 minutes

SPACE CONSIDERATIONS: A table/workspace large enough to do the craft. Somewhere you don't mind a mess!

MATERIALS REQUIRED:

- Empty Water Bottle (500ml, with lid)
- Vegetable Oil
- Water
- Food Colouring
- Wooden Skewer/Wooden spoon
- Alka-Seltzer Tablets
- Glitter (Optional, but makes it cooler!)

INSTRUCTIONS:

1. Fill the empty water bottle about 2/3 full with vegetable oil.
2. Fill the rest of the bottle with water, leaving a little space at the top (about one-inch). The water will settle to the bottom.
3. Add a few drops of food colouring. If you are adding glitter to your lava lamp, you can do so now.
4. Use a wooden skewer or the handle of a wooden spoon to gently stir the water and food colouring at the bottom of the bottle. We do not recommend shaking the bottle as this causes bubbles to form in the oil and your lava lamp will not work as well.
5. When you are ready for the fun part, break an alka-seltzer tab into four pieces. Drop the tablet pieces into the bottle one at a time.

SUGGESTED BOOKS AND MEDIA:

- *Meet the Robinsons* (Movie)
- "Experiment #256" by Marty Kelley

CONTRIBUTING LIBRARY: Beaverlodge Public Library



Materials



Step 1



Step 2



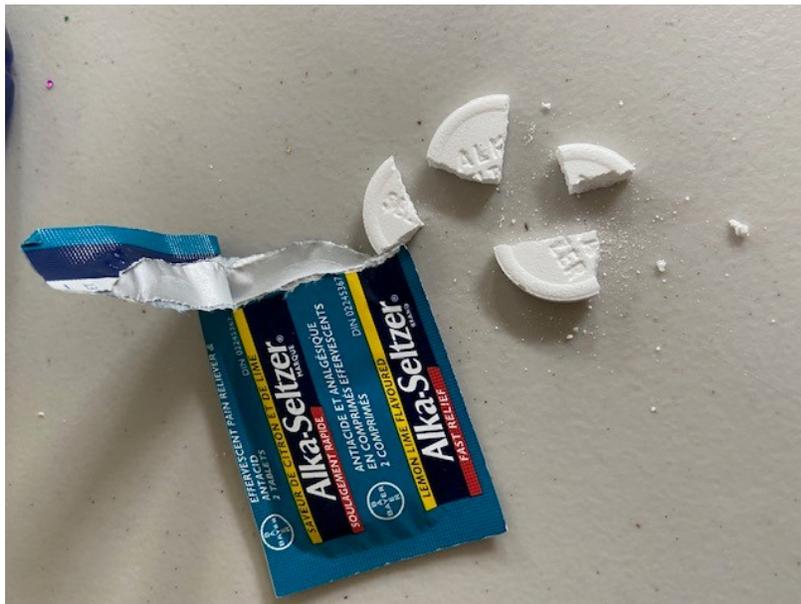
Step 3



Step 3.5



Finished Product



Step 5

Paper Ornaments

Perfect for Christmas decorations or if you want a lightweight “ball” for indoor play that won’t damage the wall!

CATEGORY: Craft

AGE GROUP: 6+ (with adult assistance)

TIME REQUIRED: 10-15 minutes

SPACE CONSIDERATIONS: A table/workspace large enough to do the craft.

MATERIALS REQUIRED:

(Fig. 1 & Fig. 2)

- 1 sheet of paper
- Template
- Ruler
- Pencil or pen for marking measurements
- Knife

INSTRUCTIONS:

1. Draw your template on your sheet of paper (Fig. 3) and cut your three strips as perfectly as you can (Fig. 4). Trace (don’t cut!) along the curves with a pointy knife (Fig. 5). Glue the bottom of two of your strips (Fig 6) and make two loops (Fig. 7).
2. Put one of your loops into the second (Fig 8). Get your third strip and put it through one of your closed loops (Fig 9). Close this third strip with glue and press until it's dry (Fig. 10).
3. Next couple of steps are a little tricky so take your time. Wiggle all the loops until all the curves face outwards (Fig. 11). Gently press the curved (traced) sections inwards one by one (Fig. 12). Your ornament is finished (Fig. 13).
4. If you want to make your ornament more unique, you can use paper with a pattern on it or if you are using plain paper you could draw your own design on your paper before or after you cut it into three strips. For those of you who like glitter (who doesn’t?) you could add a little sparkle to your ornament when it's finished by gluing some glitter on to your finished piece.

SUGGESTED BOOKS AND MEDIA:

- Tony Diterlizzi’s “*The Broken Ornament*” read aloud on Youtube by PV Storytime: <https://youtu.be/aM1di7h7ypA>
- “*Pass It On*” by Sophy Henn

CONTRIBUTING LIBRARY: Beaverlodge Public Library



Figure 1

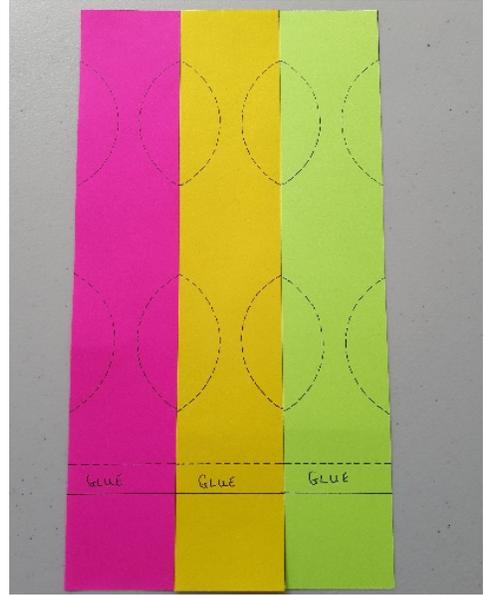


Figure 3

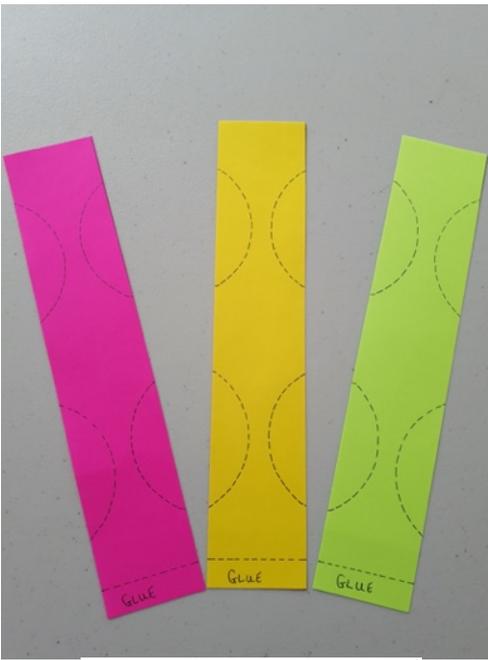


Figure 4

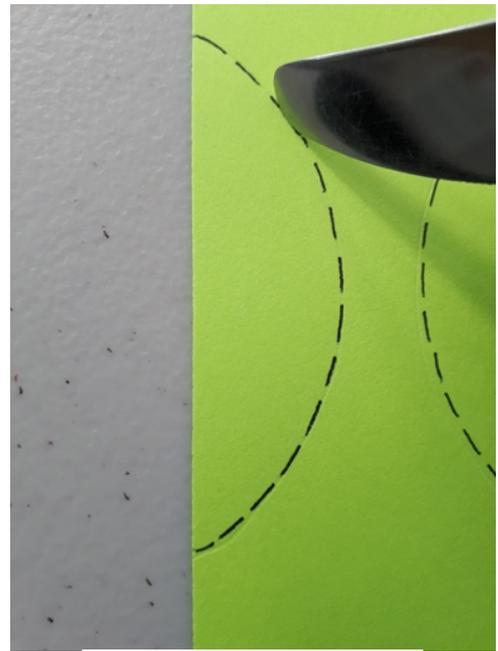


Figure 5

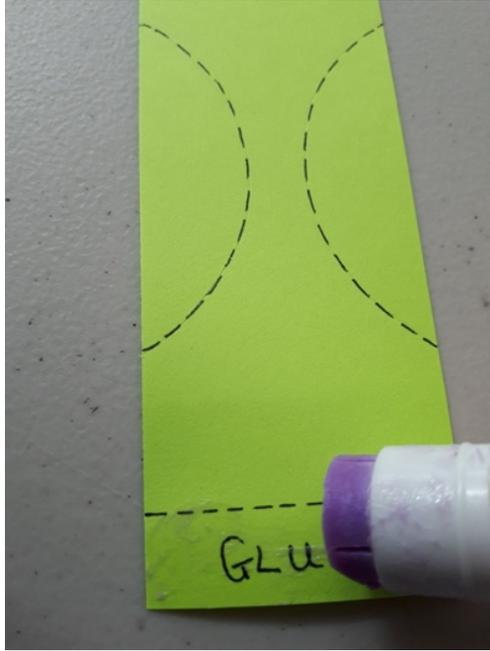


Figure 6



Figure 7

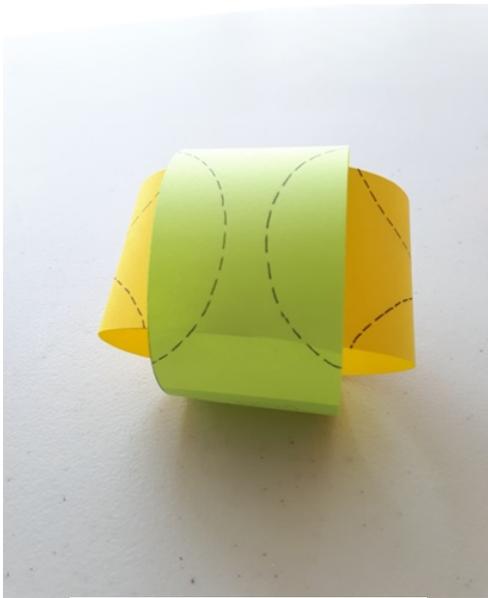


Figure 8

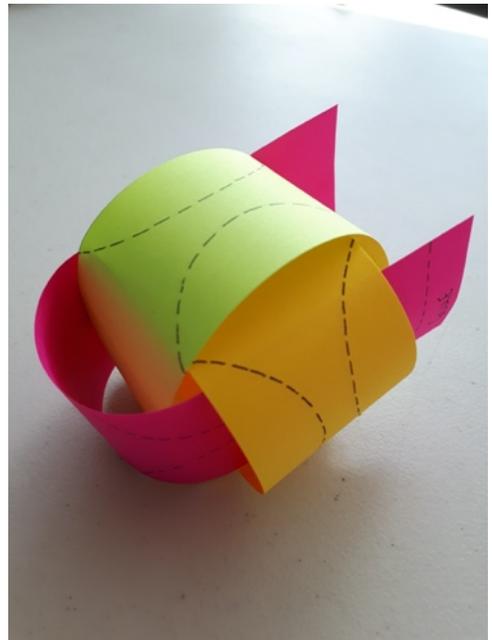


Figure 9

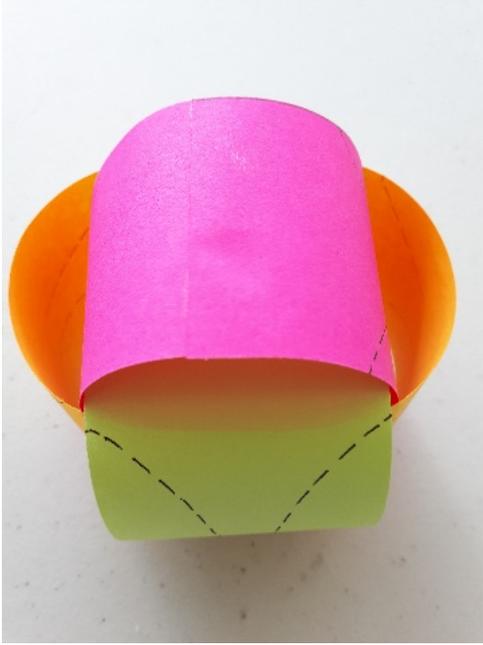


Figure 10

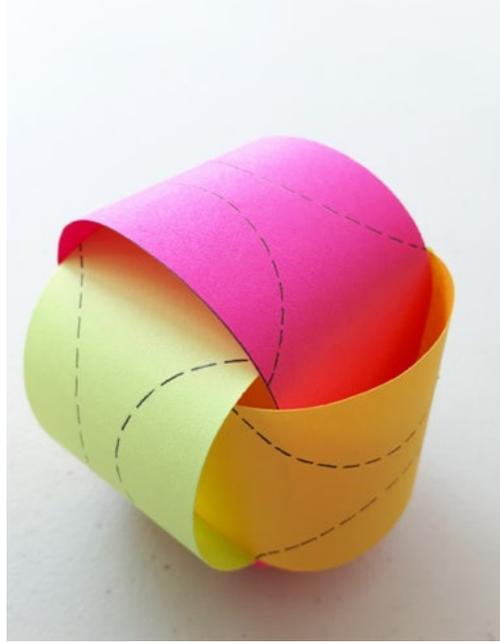


Figure 11

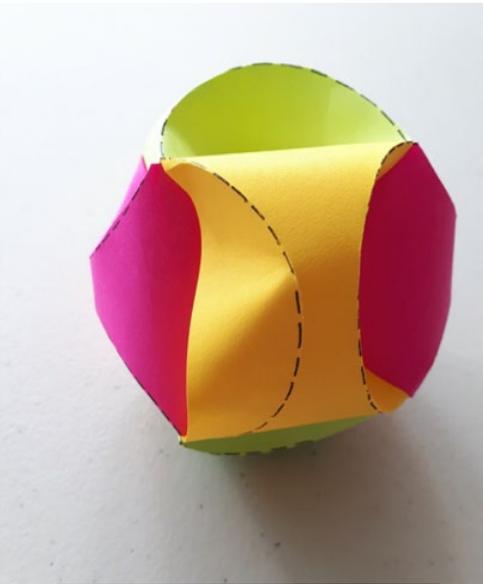


Figure 12

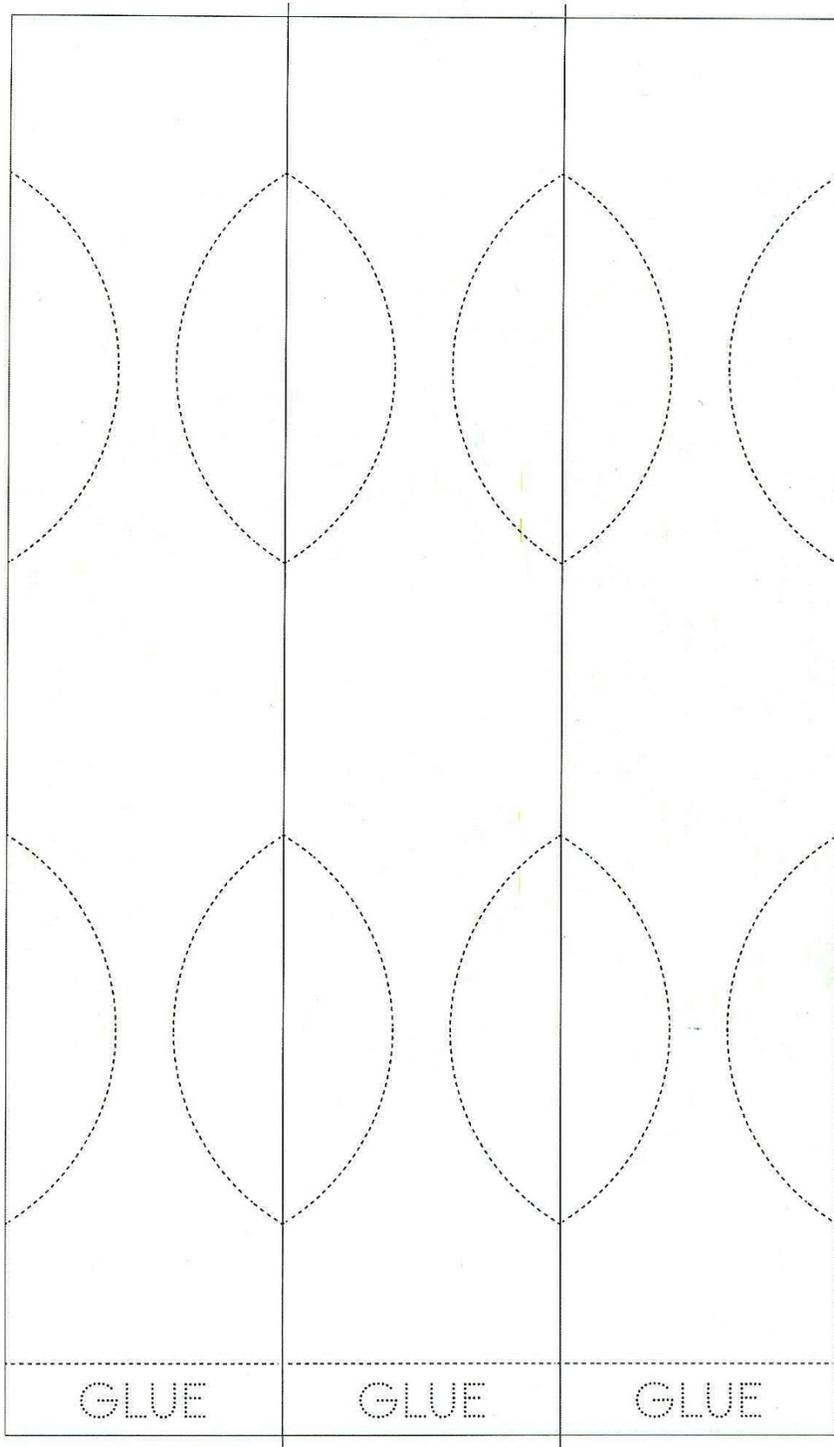


Figure 2

Upcycled Bubble Wands

Create bubble wands using various materials found around the house and compete to see who can blow the biggest bubble!

PROGRAM CATEGORY: Craft and activity

AGE GROUP: 4+

TIME REQUIRED: The bubble solution needs to sit for at least an hour before use. The bubble wands can take as much or as little time to create as desired.

SPACE CONSIDERATIONS: Making the bubble wands takes up very little space, but it is recommended that participants be outdoors in an open space when blowing bubbles.

MATERIALS REQUIRED:

- For bubble solution:
 - 6 cups warm distilled water (If you don't have distilled, tap water will work just fine.)
 - 1 tbsp glycerin
 - ½ cup cornstarch OR corn syrup
 - ¾ cup Dawn dish soap (Dawn seems to work best, but any dish soap will work. Baby shampoo can be used as well.)
- *If you do not have glycerin or corn starch/syrup on hand, just water and dish soap will work, but the bubbles may be more fragile.
- Yarn OR string
- Hot glue gun OR white glue
- 2 plastic drink bottles (anything under 1L will work best)
- 10-20 plastic straws
- At least 2 pipe cleaners
- 10-20 pony beads
- A sharp knife, such as an exacto knife (Make sure you have an adult use the knife!)

*These are the materials we used to make our bubble wands, but feel free to

experiment with other materials and see what you can come up with!

INSTRUCTIONS:

1. Make the bubble solution. It will work best if it sits for at least an hour prior to using, so it's a good idea to prepare it beforehand, so it will be ready by the time you're done making your bubble blowing devices! To make the bubble solution, first add the cornstarch or corn syrup to the distilled water in a large bowl and stir until thoroughly dissolved (when the mixture sits, the cornstarch may settle a bit, so be sure to give the solution a good stir before use). Next, add the glycerin and dish soap and until well mixed. Finally, let the mixture sit for at least an hour for best results. The bubbles and froth on the top will dissolve a bit, so don't worry if it doesn't look really soapy!
2. Make your bubble wands!
 - a. To make a bubble wand from pipe cleaners, all you need is a few pipe cleaners and some pony beads. Create a loop out of one of the pipe cleaners and twist the ends together. Take another pipe cleaner and fold it in half. At the mid point of the pipe cleaner, twist the ends of the loop together with the new pipe cleaner and then continue twisting it around itself to form the handle. String the pony beads along the handle to create a more rigid structure.

- b. To make a wand capable of blowing dozens of bubbles at once, all you need is a hot glue gun OR white glue, a plastic bottle, a sharp knife or scissors, and a handful of plastic straws. First, have an adult cut the top portion of the bottle off, so that you have the bottleneck and drinking spout. Next, cut the straws carefully into segments roughly 1 inch long. Then, using the glue gun or white glue (make sure you have help using the glue gun as it gets very hot), begin gluing the straws along the inside of the cut edge of the bottle, leaving about half an inch of each straw sticking out. Continue gluing the straws in concentric circles until the entire open side of the bottle is filled with straws. Dip the large end of the bottle into the bubble solution and blow through the drinking spout to create a ton of bubbles all at once!
- c. For the simplest Do-It-Yourself wand for huge bubbles, all you need is a plastic bottle and a sharp knife. Have an adult cut off the top third of the bottle so you have the neck and the spout. Discard the bottom part. To blow bubbles, simply dip the large end of the bottle into bubble solution then blow through the spout!
- d. To make absolutely gigantic bubbles, try making this bubble blowing contraption! You will need yarn or string cut to about 3 feet long and two plastic straws. Start by threading the yarn through the straws and then tie the two ends of the piece of yarn together so it forms a large loop. That's all there is to it! To use: Hold the contraption by the straws, one straw in each hand. Then, dip the whole thing into the bubble solution. Hold it up with the straws far enough apart that it looks like a big circle and then start running and watch a giant bubble trail behind you!

3) Try and see how many bubbles you can make at once or who can blow the biggest bubble! If you're blowing bubbles with friends, make sure you're using the bubble solution one at a time and practicing social distancing.

SUGGESTED BOOKS AND MEDIA:

- *“Crash, Splash, or Moo!”* by Bob Shea
- Any movie with wands -- *Harry Potter* is always a good choice!

CONTRIBUTING LIBRARY: Valleyview Municipal Library



Materials



Step 2. a.



Step 2. a.



Step 2. b.



Step 2. b.



Step 2. b.



Step 2. b.



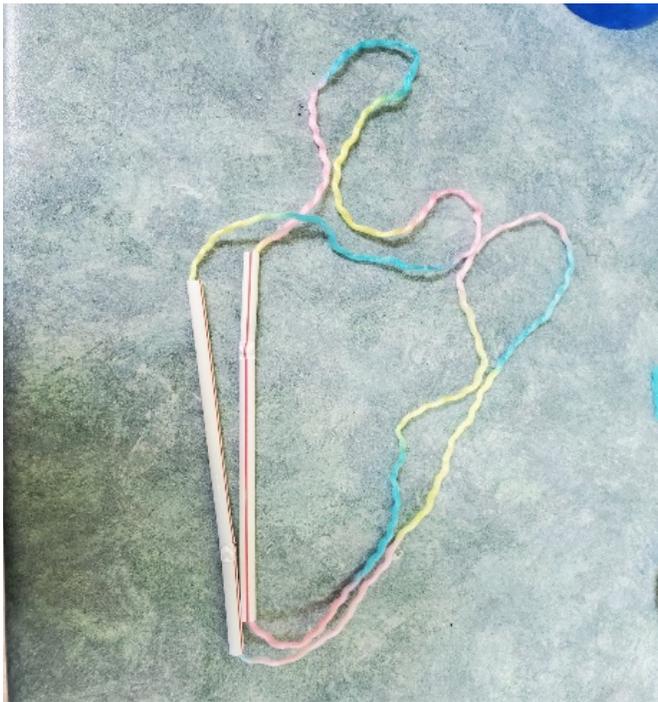
Step 2. c.



Step 2. c.



Step 2. d.



Step 2. d.

