



We are excited to introduce Pikes Peak Library District's **NEW Summer Adventure!**

We designed a summer program that engages participants with activities that promote lifelong learning and combat summer reading loss, using Beanstack, an online program that awards virtual badges for completing challenges.

FAQs

Why did the summer reading program change?

- We want to offer a program that allows children and teens to track their own progress digitally, if they want. With Beanstack, they can log in, see their progress, complete challenges, receive challenge badges, and receive book, app, and learning recommendations. It also offers ways for a caregiver to manage all of their children's accounts, or for child care providers to easily sign up classes.
- There is more to learning than reading. In addition to reading and listening to books, there are many other ways to incorporate reading into learning.
- Everyone learns in a different way, and children learn best when they can pursue their own interests.
- Children allowed to choose their own reading materials and/or activities learn more.
- Digital and information literacy are essential 21st century skills supported by educators and librarians.

How much is reading promoted?

Every activity requires reading. We are expanding our definition of learning and literacy. We hope to help show young children and teens how they can follow their passions, learn a new skill, and have fun during the summer.

Why is it online?

- An online program helps conserve paper.
- The Summer Adventure supports 21st century digital and information literacy skills. Through gamification, children learn to navigate apps, the library's website, and other informational sources.
- In the interest of accessibility, the online badging program can be done by children whose parents do not take them to the library, as well as by those who visit the library regularly. A printed sheet of activities will be available to those who prefer not to use the online program.



Why did you stop providing the coupon sheet?

- It is difficult to find businesses that are accessible to our entire region.
- Every year we conduct surveys about Summer Reading prizes, and a consistent theme was that the coupon sheets went unused by most of the participants. In addition, prizes do not contribute to growing intrinsic motivation, so the decision was made to reduce the number of prizes by eliminating the coupon sheets.

Why aren't there as many prizes as in past years?

- Physical and prize incentives shift children's enjoyment of reading to the winning of a contest. Instead, we will motivate children to participate for the internal reward by providing a higher quality book incentive and more engaging opportunities for participation as well as public recognition, through the library's display of earned badges.
- Studies show public recognition is more important to children than physical prizes.
- The book prize continues to encourage literacy and the enjoyment of books, which reinforces the reading necessary to complete the challenge activities.

What are the age categories?

- There are different challenges for age groups 0-2; 3-7; 8-11; and 12-18 (teens). There are a variety of open-ended activities and options that can be adjusted for a child's particular needs. We also encourage caregivers to actively participate and help their child with the various activities.

My kid is turning x age during the program, can they do that age level? (aka, a kid turns 12 during the summer, can they do the teen program?)

- When a child registers themselves, they are required to input the year they are born and are placed in the age group for that year (i.e. anyone born in 2005 will be placed in the 12-18 category). When a parent registers a child, it asks for the child's age and the parent may select the age preference for their child. Participants may only play a game and receive prizes from one age category.

Is there still a game card?

- Yes, there is still a game card that participants may use in addition to Beanstack to track their progress. A limited supply of game cards will be printed. Participants also have the option to print a copy of the game card from the PPLD Summer Adventure webpage or Beanstack.