How to Play:

1. Earn points by reading or doing activities! You'll earn one point per minute read or 30 points per activity completed. Participants may finish the entire game through reading, or do a combination of reading and activities.
2. Participants must complete all three levels to finish the game. Visit any library to redeem points and pick up prizes. Please pick up prizes no later than July 31.
3. Once finished, participants are also automatically entered into the grand prize drawing!
4. There are four bonus levels. Participants must continue to read after finishing the game in order to complete the bonus levels. For each additional 180 minutes read, participants get their name into the grand prize drawing again. Finishing all four bonus levels means that a participant has a total of five entries in the drawing.
5. Participants may use either their game card or their online Beanstack account (or both!) to log their points, both for the game and the bonus levels. Library staff and volunteers can help with online logging, if needed.

**BONUS!**

Keep reading to earn more entries into the grand prize drawing - a six-month gift subscription to KiwiCo! For every 180 minutes you read, you get one additional entry into the drawing, for up to four additional entries. Remember to log this time into Beanstack, too. See kiwico.com for more information about the crates.
**Track your progress!**

Color in the stars for every 30 minutes read or activity completed. Color in with yellow for reading time, and blue for activities completed.

- [ ] Yellow for 30 minutes read (30 pts.)
- [ ] Blue for one activity completed (30 pts.)

**LISTEN**

- Kitchen band! Use a wooden spoon to play different beats on plastic containers and pans. Feel the vibrations and listen to the different sounds as you make music together.
- Read a book together using different voices and facial expressions for characters in the book. Or try signing an easy book!
- Do the freeze dance! Play your favorite music and dance with baby, then “freeze” when you press pause. You can also tap the beat on your child’s toes, then stop, or tickle your child when the music stops.
- Attend a Baby Time (0 - 12 months), Toddler Time (1 - 2 years), or Music and Movement (2 - 3 years) program at the library. After the program, try a few of the rhymes or songs in the car or at home.

**PLAY**

- Visit a playground or park you’ve never been to before. Pick a trail and walk it. Did you see any animals or birds?
- Take a nature walk, talk about the trees, and feel the bark. Is it rough or smooth? What colors are the leaves?
- Use stuffed animals or make paper puppets to act out your child’s favorite story. Let your child help if they can!
- Encourage your child to do something for you or someone else, such as bringing over a book or putting something away. Be sure to say “thank you” when your child helps.

**MAKE**

- String uncooked pasta (such as rigatoni) together to make a necklace. Make it more interesting by using different kinds of pasta, or by dying the pasta with food coloring to make it different colors.
- Build something as tall as your child using toy blocks, empty tissue containers, or whatever recyclables you have around the house! Can your child help you to knock it down and build it again?
- Make edible fingerpaint with yogurt or applesauce and food coloring. Have your child paint on paper or just on their high chair tray. Write their name out and encourage them to paint, too!
- Make a card with your child. Let them “write” a message. Scribbling is good writing practice.

**Prizes:**

- Level One Prize: Summer Adventure Book Bag
- Level Two Prize: Galaxy Play Dough
- Level Three Prize: Book (and an automatic entry into the grand prize drawing)