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.
A family member to tell you about their childhood. What things did they like to do as a child? Did they go on vacation anywhere special? What is their earliest memory? Become a reporter! Pick an issue you care about and find someone to ask about it. Come up with a series of questions and write down their answers. Pick a partner and sit back to back. One person has paper and a pencil and listens to the other describe something. Can you draw what they are describing? Take turns. Or, sit facing your partner and take turns signing a description. Can you draw what they are signing? Make time for mindfulness moments. For a few days, sit outside, close your eyes, and listen for a few minutes. What do you hear? Camp out in your living room, backyard, or the woods! Learn a ghost story, camp song, or camping recipe to try during your outing. Have a game night with friends and/or family. Which game did everyone like best? Have a rematch the next week! Create a “ninja maze” in the hallway using party streamers and tape. Find ideas online if you need help. Make the game more exciting by using different color streamers that mean different things (i.e. red streamers are lasers, green means go over, etc.). Then make your way through! Go on a hike or visit a park you’ve never visited before. How many miles did you walk? Make a list of parks you want to see in Colorado Springs in the future. Attend a STEAM (Science, Technology, Engineering, Art, Math) program at any PPLD library. Then, extend the learning! At home, try your own science experiment or art project related to what you learned at the library. Cook dinner for the family. Find a recipe, make a shopping list, prep the ingredients, and try your hand in the kitchen. Grab a grown-up to help you. Become a photographer and take shots with a phone or camera. Challenge yourself to find things with a certain color or shape, tell a story with photos, or make your own summer scrapbook. Make as many different kinds of paper airplanes as you can. Which ones fly best? Does the type of paper matter? What makes them go faster?