

ADVENTURE *BEGINS AT YOUR* **LIBRARY™**

SUMMER READING BINGO

INFANT-PRE-K

WEEK 2

**PLANTS
PLANTS ARE
EVERYWHERE! HAVE
YOU GROWN A PLANT?**



Look at an indoor plant.	Choose your own activity ----- --	Play a game together.	Look at an outdoor plant.
Practice your ABC's	Find a plant that grows vegetables.	Find a plant that makes flowers.	Check out a children's music CD from the Library
Make a ribbon wand and play with it	Smell a flower.	On a walk, see how many plants you can spot.	Write your name
Touch a leaf - is it hard or soft?	Read a book that rhymes/has a beat.	Choose your own activity. ----- --	Can you find seeds on a plant?



- Complete the activities and try and get a BINGO (four in row). Mark off the squares as you go.
- Turn in completed sheets to the library to get your badge and a small prize.
- All cards must be turned in by August 9.

NAME:

AGE:

Smokey Bear Reading Challenge



Help Smokey celebrate his 80th birthday by learning how to prevent wildfires and help the environment. Read 3 books and earn 4 badges to complete the challenge and earn your prize! Start by taking Smokey's Pledge. Badges are earned by completing at least one activity in each section. Get a stamp for each badge you complete.



Wildfire Science

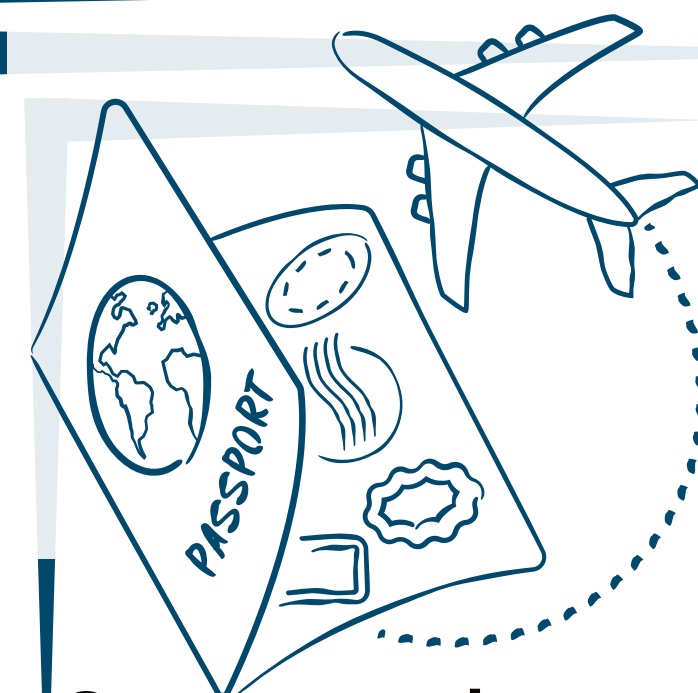
- Read a *Natural Inquirer* article on fire at naturalinquirer.org.
- Design a coloring book at smokeybear.com.
- List the three parts of a the fire triangle.
- Download the app Smokey's Scouts and learn about how to prevent fires with a fun matching game.
- Complete at least one activity in the National Park Service's Junior Fire Ranger Activity Book at nps.gov.



Take the Smokey Bear Pledge

I, _____ (Your Name) pledge to:

- Never play with matches, lighters, or fire.
- Always have an adult present when having an outdoor fire.
- Never leave a fire unattended.
- Always have water and a shovel to put out the campfire.
- Always camp in a designated site and use a metal fire ring for the campfire.
- Always make sure the campfire is completely out before leaving it - remember to use the Drown, Stir, Drown, and Feel method.



Travel

JOURNAL

Go on an adventure! An adventure could be a bike ride, a hike, or anything else that you feel is adventurous. write a story (real or imagined) of your exploits. This story should not be more than 200 words.

Take/Draw a picture of the beginning of your adventure

Take/Draw a picture of the end of your adventure

Handwriting lines for the journal entry