

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

Animals

How many animal friends can you name?



- 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.

Summer Reading Bingo

INFANT-PRE-K

WEEK 4

Who lives in trees near you?	Choose your own activity. _____	Discover something new outside.	Do you hear an animal noise near your house?
Share a toy at a community playdate.	Can you find any animal tracks?	Say your ABC's	Point out things that start with a specific letter.
Play Leap Frog.	Attend a family storytime.	Can you run like a fox?	Tell a story together in the car or in the grocery store.
Can you chirp like a bird?	Look at an animal book.	Choose your own activity. _____	What animals might live in the forest?

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.



Career Exploration

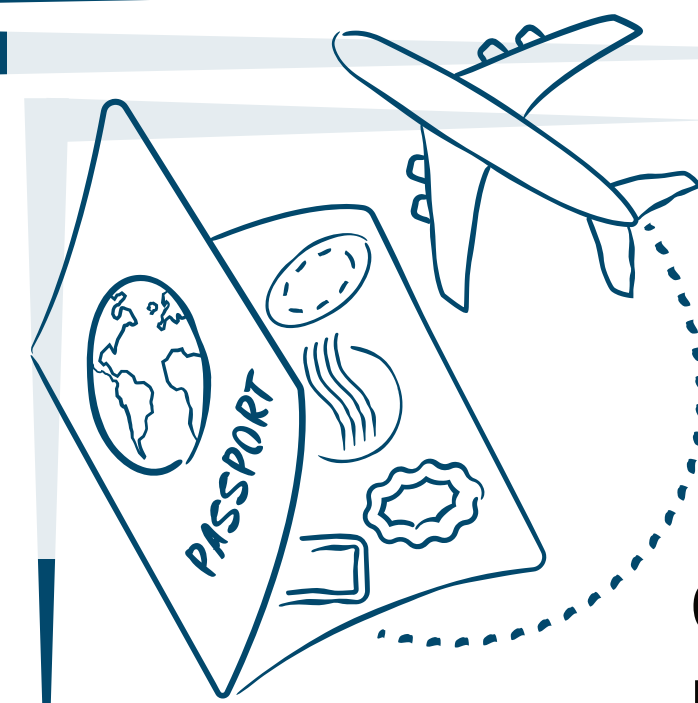
- Check out a book from the library on a natural resource career.
- Explore different natural resource careers at eekwi.org/engage/careers.
- Read a Fire Career Card (grades 4+) or a *Natural Inquirer* Reader (grades K-3) at naturalinquirer.org.
- Draw a picture of yourself in an environmental career, such as a forester, ranger, or biologist.
- Interview a park or forest ranger.



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 somewhere different and bring back a souvenir. Where did you go, and why did you choose the souvenir you did?

Take/Draw a picture of your souvenir
