

Youth Summer Learning Challenge

How to Guide

Step 1: Sign-up online or at the Library

- Make sure you are signing up under the correct age category. If your child is in school, you will be using the grade they will be entering in the Fall. When signing up, children will receive prizes. If you sign-up online, your child will be given their prizes next time you stop in the library to log their learning.

Step 2: Grab a Summer Learning Log

- Each age category will have their own summer learning log. This will help children keep track of the learning they do throughout the summer. There is a separate section for all 3 learning objectives (reading, discovering, and creating). Starting Monday, June 10, children can bring their learning logs back to the library to record their Summer Learning. The log does not have to be completely filled up for a child to return to the library and log their learning. We will have a permanent log here for your child to mark their learning on. You and your child may stop by the Youth Desk any time the library is open to log their summer learning. Library staff will assist you and your child.

Step 3: Understanding What You're Tracking

- Children will be tracking 3 specific types of learning through the summer.
 - **Read:** This is anything that a child reads throughout the summer. They do NOT have to be library books. Graphic novels, chapter books, picture books, magazines, etc. all count toward the summer program. Any reading they have to do for summer school or books read at the library's storytimes also count! **The reading your child does will be tracked in minutes/hours.**
 - **Discover:** This is the new experiences your child has over summer. Some examples of activities include going to the zoo, taking a nature hike, looking at the stars at night, attending a library program. **The Discover activities will be counted in days. The most your child can log for this category is 62 days as that's how long the program runs.** So if your child visits the zoo and tries a new type of food all in one day, it would only count as 1 discover activity since it's all in the same day.
 - **Create:** This is anything your child creates over the summer. Activities can include drawing/coloring, building a fort, coding on the computer, checking out a STEAM kit at the library, or attending a library craft program. **The Create activities will be counted in days. The most your child can log for this category is 62 days as that's how long the program runs.** If your child colors 6 coloring sheets in one day, it would NOT count as 6 create activities, but rather 1 as they were done in the same day.
- Children will also have goals in each learning category that they will be working to reach by the end of the summer. Once children have completed all 3 of the following goals, they will automatically receive certain prizes. They can continue tracking their learning in each category after they have reached their goals.
 - Read Goal: 600 minutes
 - Discover Goal: 3 days
 - Create Goal: 3 days

Step 4: Prizes & Prize Tickets

- There are multiple prize drawings throughout the summer. Children ages 2 years old to 5th grade will have 3 reading prize drawings throughout the summer. Every time they read 1 hour they will get a ticket to put toward the reading prizes. For every 10 hours they read, they will get a ticket to put toward our Superdraw Prizes. These are a set of bigger prizes that we will draw at the end of the program. They will also receive a Superdraw ticket for every 3 discovers they log and/or every 3 creates they log. Tickets will be issued by library staff when a child logs their learning.
- Please note, if your child is in the "Little Readers" category (ages birth to 23 months), they will have 1 prize drawing at the end of summer that they will earn tickets toward for every hour they read. For every 3 discovers they will earn a ticket to put toward the end of the summer book basket raffle. The same will go for every 3 creates they complete.

