Name Phone Age

UNEARTH A STORY™

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SUMMER LIBRARY PROGRAM 2026

Choose 5 activities from the list on the back or create your own. Color a fossil for each completed activity. Turn in your completed log for a small prize.

OPEN TO ALL
MRCPL

GRAND PRIZE ENTRY CHOICE (CHECK ONE)

- ☐ Buckeye Imagination Museum Membership
- ☐ LEGO® Sets
- ☐ Walmart Gift Card

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READ

Point out words on signs and in stores. Search for the first letter in your child's name.
Get your child a library card and check out a book.
Read a rhyming book to your child. Let your child fill in the words as you read them again and again.
Allow your child to hold and turn pages in the book.
Vary the tone of your voice with different characters in the story.

WRITE

Paint or draw a picture to music.
Have your child practice letters with shaving cream in the tub.
Draw shapes and count them.
Shape letters out of play dough.
Use finger paint to draw shapes and write letters.

PLAY

Sit your child on your lap and blow bubbles.
Play restaurant. With your child, cut out pictures of food and paste them on paper to make a menu.
Hide a toy and play the Hot and Cold game.
Build a castle out of blocks or play with empty boxes.
Have a tea party or picnic with your child's stuffed animals.
Pretend to be your favorite zoo animal.

TALK

Talk with your child about a book.
At bedtime, talk to your child about their favorite part of the day.
Let your child talk on the phone to a friend or relative.
Learn sign language for simple words like "more" or "milk."
Take a walk and talk about the things you see.

SING

Sing the ABC's, or an action song like "Itsy Bitsy Spider."
Use kitchen objects to make instruments; play and sing to your pots-and-pans band.
Sing and dance around the house while doing chores.
Sing a familiar song very slowly and then sing it faster than usual.
Make up songs with your child's name in them.

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