



# MARINETTE COUNTY LIBRARIES

## 2020

# SUMMER READING CHALLENGE

**June 22 through July 31, 2020**

Registration begins June 15



Digital logging via

## Beanstack

Supported by funding from WI DPI

# Welcome to our Summer Reading Challenge!

The Summer Reading Challenge is for children, teens, and adults. Do it on your own or do it with your family. This reading challenge is for everyone in Marinette County; you may participate through your hometown library.

New this summer: Log your Summer Reading minutes on our Beanstack site: [www.marinettecountylibraries.beanstack.org](http://www.marinettecountylibraries.beanstack.org)  
OR use the free app for Apple or Android.

You can also take part in challenges and activities through Beanstack or by completing the paper log in this booklet. If you prefer to keep a paper log, please use the tracker on the next page. If you are using the website or app, you can still use this log to track reading minutes and completed activities to record online at a later time.

As you log minutes, activities, write reviews (or draw them!), and participate in virtual programs, you will earn tickets to enter into our Grand Prize Drawings. Be sure to complete your logging by **FRIDAY, July 31, 2020** to maximize your chances of winning.

We hope you enjoy the summer journey through our imaginations.



Web Option:

Create an account and login at:  
<https://marinettecountylibraries.beanstack.org>



App Option:

1. Download the Beanstack app from your device's app store
2. Locate "Marinette County Consolidated Public Libraries" from the drop-down menu
3. Create a login

# READING AND ACTIVITY LOG

Use this page if you are NOT using Beanstack. Please be sure to complete and turn in this page to your home library by July 31, 2020 to be eligible for prize drawings. Additional copies are available at your library or on our website.

You may also use this page to track activities and reading prior to logging them in Beanstack. If you registered to use Beanstack, please record your own reading and challenges on the website or app prior to July 31, 2020 to be eligible for prize drawings.

## READING

Each circle is ONE hour. Shade in a circle as you read. Earn a ticket after every 2 hours completed. Complete 10 hours of reading for a bonus ticket. Get another bonus ticket when you reach twenty hours!



1 hour



6 hours



11 hours



16 hours



2 hours



7 hours



12 hours



17 hours



3 hours



8 hours



13 hours



18 hours



4 hours



9 hours



14 hours



19 hours



5 hours



10 hours



15 hours



20 hours

## ACTIVITIES

Complete activities from the booklet each week. Mark the ones you have done. If you do at least 3, you earn a ticket for the week. Add notes if you want to. Activities include:

- complete a craft
- read fairy tale of the week
- try game of the week
- sing song of the week
- attend virtual program
- try another idea from the list
- do two puzzles from the booklet

Total for week 1:

Total for week 2:

Total for week 3:

Total for week 4:

Total for week 5:

Total for week 6:



Thank you for PRINTING legibly so we may contact you if needed.

First name: \_\_\_\_\_

Last name: \_\_\_\_\_

Phone Number: \_\_\_\_\_

Email \_\_\_\_\_@\_\_\_\_\_

Age: 0-11 years\_\_\_\_ 12-18 years\_\_\_\_ 19+ years\_\_\_\_

School if applicable: \_\_\_\_\_

# Imagine Your Story

## WEEK 1: Once Upon a Time

### MARINETTE COUNTY PUBLIC LIBRARIES

#### THIS WEEK'S BIG IDEA

So many stories start with "Once upon a time...". This week, we invite you to explore ideas from wizards to fairy tales and perhaps inspire your own "Once upon a time..." stories.

#### CRAFT: WAND

Kit items:

- Chopstick
- Sequins (may also be used in Week 4)

Optional home items:

- paint
- markers
- nail polish
- hot glue for texture
- streamers from ribbon, crepe paper, or disposable table cloth



Color chopstick and add sequins if desired.

*If using hot glue, carefully apply and allow to dry; followed by paint and optional add-ons.*

#### MORE IDEAS

- Read the story *The Frog Prince*, *The Frog Prince Continued*, or another favorite fairy tale.
- Act out the story of *The Frog Prince*.
- Explore a park or trail near water. Listen for frogs. Find out what kind of frogs live there.
- Learn about a frog's life cycle.
- Write a letter to the prince or princess about why life would be better as a frog.

#### SONG: TUNE JINGLE BELLS

##### Fairy Tale Song

[firstgradewow.blogspot.com](http://firstgradewow.blogspot.com)

Once upon a time  
In a land so far away  
A princess kissed a frog--  
Well that just made his day!  
Far across the town,  
Red Riding Hood took fright  
She found a wolf in Granny's bed  
When she told her good night!

Oh!  
Fairy tales! Fairy tales!  
Read them every day!  
Oh what fun it is to hear  
How Goldilocks got away!  
Fairy tales! Fairy tales!  
Full of joy and laughter!  
Do you know how this one ends?  
Why, it's happily ever after!

#### GAME: LEAP FROG

Kit items:

- leaping frogs
- lily pad sheet



Cut out lily pads. Write a point amount, such as 3 or 5, on each one. Turn them blank side up and mix them up. Arrange lily pads with spaces between them with writing side down.

Take turns "leaping" your frog by pressing down on the back side to make it jump; aiming for a lily pad. If you land on a lily pad, turn it over and collect it.

Ways to win: first person to 25. For younger players, the first one to land on the lily pad with the crown becomes the Prince or Princess!

# The Frog Prince

In a faraway land, a princess was enjoying the cool evening breeze outside her family's castle. She had with her a small golden ball, which she loved to play with as a way to relax. On one particular toss, she threw it so high in the air that she lost track of it, and the ball went rolling toward a spring. The ball plopped into the water and quickly sank out of sight. The princess began sobbing in despair and wished for her toy to return to her.

Then, a small frog popped out from the spring. "What's wrong beautiful princess?" asked the frog. The princess wiped away her tears and said, "My favorite golden ball is gone, and nothing I do will bring it back." The frog tried his best to comfort the princess and assured her that he could retrieve the ball if she would grant him just one favor.

"Anything! I will give you all my jewels and handfuls of gold!" exclaimed the princess. The frog explained that he had no need for riches, and only wanted a simple kiss from her in return. The thought of kissing a slimy frog made the princess shudder, but in the end, she agreed, as she really loved her golden ball.

Without much effort, the agile frog jumped back into the spring and located the golden ball. In a blink of an eye, the frog had retrieved the ball and returned it to the princess. Keeping her word, the princess kissed the frog. Suddenly, the ground began to rumble and a haze of smoke filled the air. To the princess's surprise, the frog was really a handsome prince trapped by an evil witch's curse. Her kiss had freed the prince from a lifetime of pain and misery. The prince and princess became great friends and eventually wed in a beautiful ceremony by the spring.

# Brain Teasers...can you solve them?

## Boggle Word Find

Can you spell out five words in this grid by connecting, in order, letters that share an edge or a corner, without reusing any square in the same word?

G	R	E	T	S
O	H	S	R	O
N	D	O	W	O
E	I	C	N	H
C	H	K	E	Y

1.   DONKEY
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

Each box below contains a familiar phrase. Can you decipher it?



## 10-Letter Words

Distribute the 5 letters on the left into the blanks on the right to form a common 10-letter word.

1. A D E O R      B \_ \_ F \_ \_ \_ E H \_ \_ N \_ \_
2. C L E S S      \_ \_ U C \_ \_ \_ \_ S F U \_ \_
3. I N O U T      \_ \_ U \_ \_ R \_ \_ T I \_ \_ \_ S
4. L P T N O      P \_ \_ \_ U \_ \_ A \_ \_ I O \_ \_
5. A A O R T      G \_ \_ \_ D U \_ \_ \_ I \_ \_ N

# Coloring for Relaxation



# Imagine Your Story

## WEEK 2: A Hero's Journey

### MARINETTE COUNTY PUBLIC LIBRARIES

#### THIS WEEK'S BIG IDEA

We all need inspiration, and tales of heroic deeds often fit this bill. Explore stories that include knights, superheroes, military veterans, or everyday people that inspire you to be more.

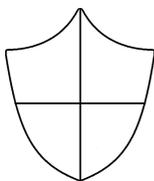
#### CRAFT: COAT OF ARMS

Kit items:

- Coat of Arms page

Optional home items:

- markers
- crayons
- colored pencils
- cardboard or cardstock



Design and color your coat of arms. If desired, glue onto cardboard/stock and cut out to create a shield. Add an additional strip of cardboard or duct tape to the back to form an arm hold.

If you would like, research what different patterns, colors, and symbols represent, and use the ones that match you.

#### MORE IDEAS

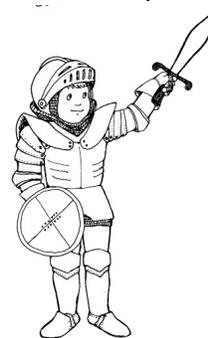
- Read the story *Jack and the Beanstalk* or another favorite fairy tale.
- Grow your own beans.
- Make bean soup!
- Make paper bag puppets to tell the story of *Jack and the Beanstalk*.
- Write your own fairy tale. Be sure to include a moral or lesson, some magic, and lots of fun!
- Make a cardboard suit of armor.

SONG : TUNE *I'M A LITTLE TEA POT*

#### **I'm A Knight in Armor**

<https://www.preschooleducation.com/smedieval.shtml>

I'm a knight in armor  
Look at me,  
See how shiny I can be.



With my visor up  
My eyes you'll see  
But with it down it protects me.

#### GAME: CALL TO ARMS

Kit items:

- Balloon
- Wand from Week One  
or a small stick, flyswatter, etc.



Inflate balloon.

An evil ogre has sent a magic orb to you. If it touches the ground or you, you will be turned into a toadstool. Work together to keep the balloon afloat using only your magic wand from week one.

Optional: Form teams on either side of a line and try to get the balloon to land in the other team's kingdom--turning them into toadstools.

# Jack and the Beanstalk

Once upon a time there was a boy called Jack. He lived with his mother. They were very poor. All they had was a cow. One morning, Jack's mother told Jack to take their cow to market and sell her.

On the way, Jack met a man. He gave Jack some magic beans for the cow. Jack took the beans and went back home. When Jack's mother saw the beans she was very angry. She threw the beans out of the window.

The next morning, Jack looked out of the window. There was a giant beanstalk. He went outside and started to climb the beanstalk. He climbed up to the sky through the clouds. Jack saw a beautiful castle. He went inside. Jack heard a voice. 'Fee, fi, fo, fum!' Jack ran into a cupboard. An enormous giant came into the room and sat down. On the table there was a hen and a golden harp. 'Lay!' said the giant. The hen laid an egg. It was made of gold. 'Sing!' said the giant. The harp began to sing. Soon the giant was asleep.

Jack jumped out of the cupboard. He took the hen and the harp. Suddenly, the harp sang, 'Help, master!' The giant woke up and shouted, 'Fee, fi, fo, fum!' Jack ran and started climbing down the beanstalk. The giant came down after him. Jack shouted, 'Mother! Help!' Jack's mother took an axe and chopped down the beanstalk. The giant fell and crashed to the ground. Nobody ever saw him again.

With the golden eggs and the magic harp, Jack and his mother lived happily ever after.

# Brain Teasers...can you solve them?

Each box below contains a familiar phrase. Can you decipher it?

**TOLD  
TOLD  
TALES**

**PAIN S**

**BRIDGE**  

---

**WATER**

**new leaf**

**CYCLE  
CYCLE  
CYCLE**

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## Circle the 25s

Each row has two pair of consecutive numbers that add up to 25.  
Find the pairs that add up to 25 in each line and circle them.

- A. 16 **(20 5)** 19 9 18 **(17 8)** 22 3 5
- B. 2 23 3 6 12 15 10 23 19 4 13
- C. 17 8 16 7 5 19 20 3 18 11 14
- D. 21 3 22 17 18 7 5 19 13 20 6
- E. 5 20 24 1 23 6 18 17 2 19 5

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## Code Riddles

The answers to the riddles are written in code. Replace each letter of the riddle answers with the letter that comes before it in the alphabet.

**B=A, C=B, D=C, and so on.**

1. What did the frog order at McDonald's?

**G S F O D I    G S J F T    B O E    E J F U    D S P B L**

2. Why is your nose in the middle of your face?

**A D B Z T R D    H S    H R    S G D    R B D M S—D Q**

# Jack and the Beanstalk Word Find



Circle these words in the chart below:

AXE

COW

GIANT

MAGIC BEANS

BEANSTALK

CUPBOARD

GOLDEN HARP

MOTHER

CASTLE

ENGLISHMAN

HEN

SKY

CHOPPED

FEE FI FO FUM

JACK

WINDOW

G	W	J	F	I	I	W	E	G	M	A	C	U
O	B	G	E	F	N	L	D	I	N	E	U	P
L	M	A	G	I	C	B	E	A	N	S	P	B
D	C	O	L	A	D	L	L	N	W	B	B	O
E	U	I	T	D	C	A	S	T	L	E	O	B
N	P	J	A	H	B	R	K	W	M	N	A	E
H	B	R	C	W	E	O	Y	X	V	G	R	A
A	E	X	H	E	M	R	W	T	P	L	D	N
R	X	C	O	W	A	G	I	K	Y	I	H	S
P	O	E	P	I	C	O	N	F	N	S	O	T
N	M	E	P	H	S	C	D	J	E	H	P	A
Y	F	E	E	F	I	F	O	F	U	M	M	L
C	M	E	D	F	A	W	W	A	J	A	C	K
G	O	S	R	T	S	K	C	H	E	N	A	N

# Imagine Your Story

## WEEK 3: Magical Creatures

MARINETTE COUNTY PUBLIC LIBRARIES

### THIS WEEK'S BIG IDEA

Magical creatures such as dragons and fairies can keep us company and fuel our imagination journey. What favorite creature would you like to meet?

### CRAFT: FIRE BREATHER

Kit items:

- Googly eyes
- Pom poms
- Tissue paper
- Rectangle of construction paper



Home items:

- empty cardboard cylinder (like toilet paper or paper towel)
  - glue or tape
1. Wrap the tube with paper. Glue or tape in place. *Optional: paint the tube.*
  2. Apply the googly eyes to the pom poms and let it dry well.
  3. Glue pompom eyes on top of the tube.
  4. Cut tissue into strips and glue or tape at the opposite end of the tube.
  5. Hold up and blow through the tube, making the flames dance!

### MORE IDEAS

- Read the story *The Little Mermaid* or another favorite fairy tale.
- Make a mermaid or sea serpent spinner on [redtedart.com](http://redtedart.com).
- Make dragon/unicorn eggs by soaking lightly cracked hard boiled eggs in food coloring.
- Write a poem or song about your favorite things as if you were a dragon/unicorn/narwhal.

### SONG : TUNE SKIP TO MY LOU

#### Fly, Dragon Fly

Modified from [heverythingpreschool.com](http://heverythingpreschool.com)

Fly, fly, fly dragon fly,  
Fly, fly, fly dragon fly,  
Fly, fly, fly dragon fly,  
Way up high in the sky.

Swoop, swoop, swoop dragon swoop,  
Swoop, swoop, swoop dragon swoop,  
Swoop, swoop, swoop dragon swoop,  
Swoop down to the ground.

Stomp, stomp, stomp dragon stomp,  
Stomp, stomp, stomp dragon stomp,  
Stomp, stomp, stomp dragon stomp,  
Stomp all around.

Hop, hop, hop dragon hop,  
Hop, hop, hop, dragon hop  
Hop, hop, hop dragon hop,  
Now it's time to stop.

### GAME: DRAGON EGG HUNT

Kit items:

- Golden egg



Hide the egg.

The golden dragon egg has been lost! Can you help find it and return it to the nest? Whoever finds the egg gets to hide it next.

Optional: Create clues that lead from one spot to another for players to follow. You could create a different set of clues for two teams and see who solves the riddle and finds it first.

# The Little Mermaid

Long ago there lived a Sea King in a coral palace at the bottom of the sea with his mother and his four beautiful mermaid daughters.

The Little Mermaid, his youngest daughter, spent much of her time swimming around sunken ships and gathering the treasures from the surface world. She would fill her arms and set up her collection as she sang. The fish would circle around to hear her, as she had the most beautiful voice under the sea.

Each of the daughters looked forward to their fifteenth birthday. For on that day, they could swim to the surface for the first time. As she had the longest time to wait, the Little Mermaid asked her grandmother to tell her all she knew about life on the land and the humans who lived there. Year after year, the Little Mermaid listened to her sisters after they returned from the surface with their own tales.

When it was finally her turn, the Little Mermaid eagerly swam to the surface and found herself next to a large ship. She heard music and saw sailors dancing. She noticed a young man in a crown that seemed to be the center of attention, he must be a prince she thought. As she watched, strong winds blew in dark cloud, thunder and lightning. The ship began to tip in the rough waves. Suddenly, she saw the Prince fall overboard.

The Little Mermaid swam deep and found him sinking through the water. She pulled him to the shore where she sang a sad song, fearing he was dead. As he began to move, she heard voices approaching. She knew she must hide. The girls on the beach found the Prince and were calling for help. The Little Mermaid sank deeply into the water, feeling sad, wishing she too could walk on two legs and go back to the Prince.

Sadly the Little Mermaid approached the Sea Witch to ask her to grant her wish. The witch agreed to help, but the Little Mermaid would no longer be able to talk or sing. Also, she must marry the Prince or become a flower in the witch's garden of souls, never to swim or sing again. The Little Mermaid agreed and was soon transformed.

The Little Mermaid made her way to the palace on land. Bright lamps lit the garden and she could hear music and laughter. She saw the Prince sitting on his throne. Next to him sat a lovely Princess who began to sing with the Little Mermaid's voice! Then, she heard the King announce that the Prince and Princess would be married the next day.

Crying, the Little Mermaid ran back to the sea. She spent the night weeping where she had rescued the Prince. The next morning, her sisters rose from the sea to find the Little Mermaid. Her sisters could see she was upset, and they swam down and told their father about the bargain she made with the Sea Witch.

The King rushed to the witch, who only laughed at him. He offered her his trident in exchange for saving his daughter. The Sea Witch gleefully grabbed it. As the King and his other daughters swam up to the Little Mermaid, they saw her boarding the wedding boat.

As the Prince and Princess were about to be married, the Sea Witch rose to the surface, accidentally swamping the ship. As it spun, the prow pierced her, causing her to drop the trident. The King gratefully scooped it up as the Sea Witch shrank. The Princess on board the ship screeched in pain, and the Prince realized she could not be the one who had rescued him. As the Little Mermaid regained her voice, she sang and he ran to her.

After a time of getting to know one another, the Prince and the Little Mermaid were married. The souls in the Sea Witch's garden were freed. Whenever the royal couple floated on the sea in their new ship, the King, his mother, and the Little Mermaid's sisters swam up to the surface to visit.

# Brain Teasers...can you solve them?

## Boggle Word Find

Can you spell out five words in this grid by connecting, in order, letters that share an edge or a corner, without reusing any square in the same word?

C	E	R	O	K
M	O	T	E	C
G	A	L	I	V
X	A	N	E	T
Y	U	R	S	E

1. ROCKET
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

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## 10-Letter Words

Distribute the five letters on the left into the blanks on the right to form a common 10-letter word.

1. E I N O T      \_ A \_ I \_ N W \_ D \_
2. C E E E M      P \_ R \_ A N \_ N \_ \_
3. A C E K R      S \_ L \_ S \_ L E \_ \_
4. C E L N Y      M \_ L O \_ \_ H O \_ \_
5. A E I T Y      H \_ S \_ \_ R \_ C \_ L

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## Fast Facts

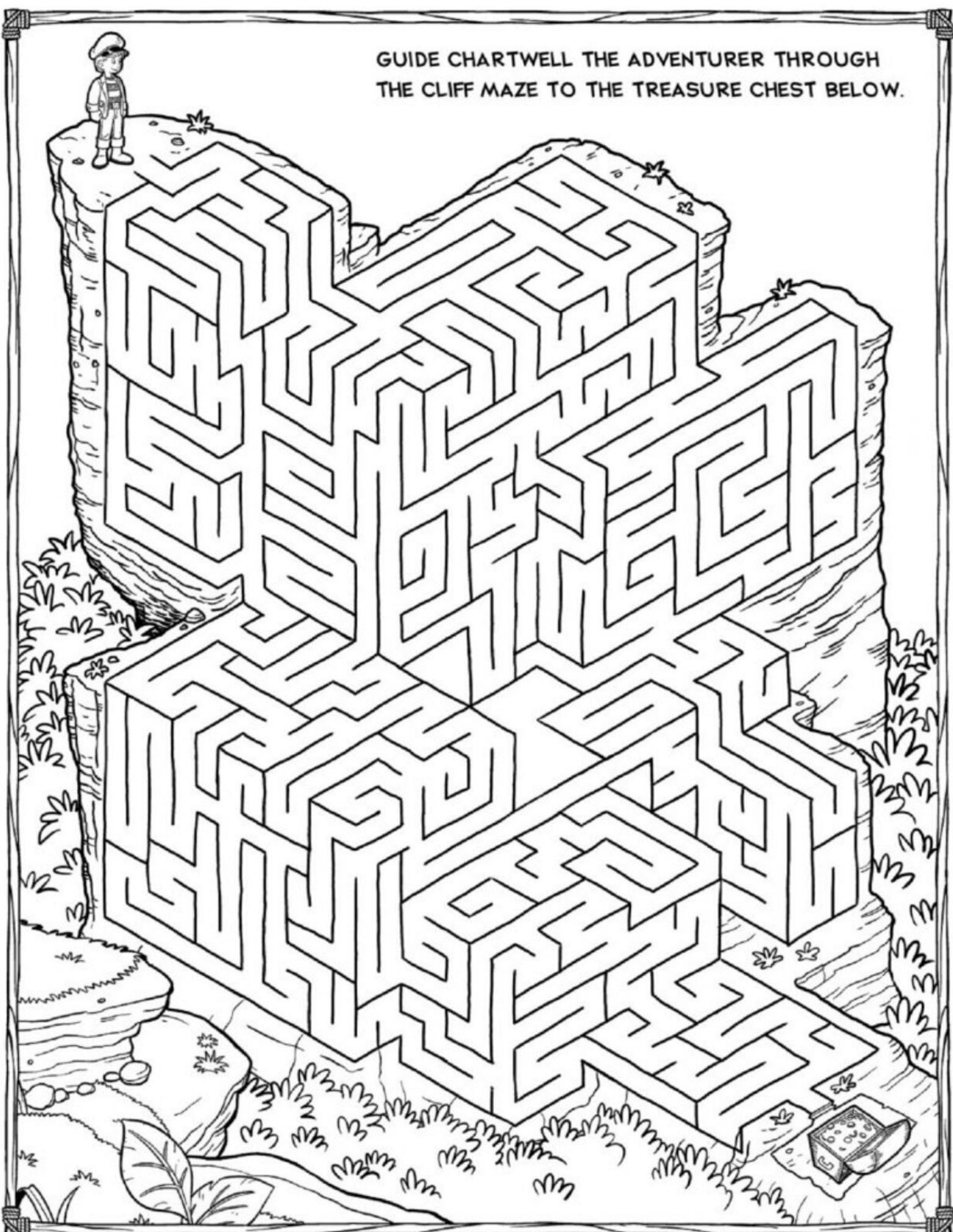
How fast can you solve these equations?

$$\begin{array}{r} 6 \\ + 5 \\ \hline \end{array} \quad \begin{array}{r} 8 \\ + 6 \\ \hline \end{array} \quad \begin{array}{r} 12 \\ + 15 \\ \hline \end{array} \quad \begin{array}{r} 13 \\ + 29 \\ \hline \end{array} \quad \begin{array}{r} 26 \\ + 15 \\ \hline \end{array} \quad \begin{array}{r} 42 \\ + 35 \\ \hline \end{array} \quad \begin{array}{r} 29 \\ + 56 \\ \hline \end{array} \quad \begin{array}{r} 86 \\ + 20 \\ \hline \end{array} \quad \begin{array}{r} 73 \\ + 17 \\ \hline \end{array}$$

$$\begin{array}{r} 8 \\ - 4 \\ \hline \end{array} \quad \begin{array}{r} 12 \\ - 4 \\ \hline \end{array} \quad \begin{array}{r} 15 \\ - 7 \\ \hline \end{array} \quad \begin{array}{r} 16 \\ - 9 \\ \hline \end{array} \quad \begin{array}{r} 4 \\ - 4 \\ \hline \end{array} \quad \begin{array}{r} 23 \\ - 4 \\ \hline \end{array} \quad \begin{array}{r} 64 \\ - 15 \\ \hline \end{array} \quad \begin{array}{r} 92 \\ - 54 \\ \hline \end{array} \quad \begin{array}{r} 33 \\ - 15 \\ \hline \end{array}$$

$$\begin{array}{r} 1 \\ \times 4 \\ \hline \end{array} \quad \begin{array}{r} 2 \\ \times 6 \\ \hline \end{array} \quad \begin{array}{r} 5 \\ \times 5 \\ \hline \end{array} \quad \begin{array}{r} 3 \\ \times 9 \\ \hline \end{array} \quad \begin{array}{r} 7 \\ \times 8 \\ \hline \end{array} \quad \begin{array}{r} 9 \\ \times 6 \\ \hline \end{array} \quad \begin{array}{r} 8 \\ \times 3 \\ \hline \end{array} \quad \begin{array}{r} 6 \\ \times 4 \\ \hline \end{array} \quad \begin{array}{r} 4 \\ \times 0 \\ \hline \end{array}$$

GUIDE CHARTWELL THE ADVENTURER THROUGH  
THE CLIFF MAZE TO THE TREASURE CHEST BELOW.



# Imagine Your Story

## WEEK 4: Timeless Tales

### MARINETTE COUNTY PUBLIC LIBRARIES

#### THIS WEEK'S BIG IDEA

Exploring the history of our family, local area, or globally can help us understand what makes us who we are. It can also help us imagine our future. Learn something about yourself this week!

#### CRAFT: STORY JAR

Kit items: Paper

Home items:

- pencil or pen
- scissors
- small jar (plastic or glass)

Optional home items:

- markers, crayons, colored pencils
- small tokens, figures, treasures, etc.
- decorative bits such as ribbon, stickers, jewels, etc.

Write down memorable experiences with words, drawings, or symbols on strips of paper you can curl or fold to place in jar. Add important mementos to the jar. Decorate the lid with whatever items you would like to help tell your story.

#### MORE IDEAS

- Read the story of *Paul Bunyan* or another tall tale.
- Use the county map in your kit to find local history spots.
- Research your local or family history by interviewing family or using library resources.
- Write your own tall tale using exaggeration to tell your story.

#### JUMP ROPE OR CLAPPING SONG



##### Miss Mary Mack



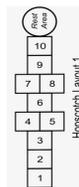
For a clapping song, sit opposite your partner then:

- Clap own hands together
- Cross arms in front of chest
- Clap own hands together
- Clap hands with partner three times

For jumping rope, simply sing as you twirl the rope. You could try turning on the repeated words.

Miss Mary Mack, Mack, Mack  
All dressed in black, black, black  
With silver buttons, buttons, buttons  
All down her back, back, back.  
She asked her mother, mother, mother,  
For fifteen cents, cents, cents,  
To see the elephant, elephant, elephant,  
Jump the fence, fence, fence.  
He jumped so high, high, high.  
He reached the sky, sky, sky,  
And he never came back, back, back  
Till the Fourth of July, lie, lie.

#### GAME: HOPSCOTCH



Kit items: Chalk

Home item: small rock, etc.

Draw hopscotch pattern on ground, then number the spaces.

Take turns tossing your stone to land on a space. Begin with number one. Hop through the spaces, skipping the one with the marker. Pick up the marker as you hop back to the beginning. Pass the marker to the next person. If you make a mistake, repeat that number on the next round.

# Paul Bunyan

Many years ago, Paul Bunyan was born in the northeastern state of Maine. His mother and father were shocked when they first saw the boy. Paul was so large at birth that five large birds had to carry him to his parents. When the boy was only a few weeks old, he weighed more than one hundred pounds!

As a child, Paul was always hungry. His parents needed ten cows to supply milk for his meals. Before long, he ate fifty eggs and ten containers of potatoes every day!

When he was a boy, Paul helped his father cut down trees. Paul had the strength of many men. He was extremely fast. He could turn off a light and then jump into his bed before the room got dark.

One day, it started to snow. The snow covered Paul's home and a nearby forest. However this snow was very unusual--it was blue. The blue snow kept falling until the forest was covered. Paul put on his snowshoes and went out to see the unusual sight. As he walked, Paul discovered a baby ox stuck in the snow. Paul decided to take the ox home with him. He put the animal near the fireplace. After the ox got warm, he remained blue!

Paul decided to keep the blue ox and named him Babe. Babe grew very quickly. Babe followed Paul and grew larger every day. Every time Paul looked, Babe seemed to grow taller. In those days, much of North America was filled with thick green forests. Paul Bunyan could clear large wooded areas with a single stroke of his large, sharp axe. Paul taught Babe to help with his work.

In time, Paul and Babe the Blue Ox left Maine, and moved west to look for work in other forests. Along the way, Paul dug out the Great Lakes to provide drinking water for Babe. They settled in a camp near the Onion River in the Superior National Forest where they joined a lumber camp.

# Brain Teasers...can you solve them?

## 10-Letter Words

Distribute the five letters on the left into the blanks on the right to form a common 10-letter word.

1. E H I N P

C \_ \_ M \_ A \_ Z \_ E

2. D H I M P

\_ E L \_ \_ I N \_ U \_

3. H I L L O

F \_ \_ O D \_ \_ G \_ T

4. A J M T T

\_ D \_ U S \_ \_ E N \_

5. A E M R Z

\_ O Z \_ E \_ \_ L L \_

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Each box below contains a familiar phrase. Can you decipher it?

**ALL THINGS**

ALL THINGS

RTALI  
ALRIT  
LITRA  
IARTL

**WATER**

SWIM

MILONELION

T  
P WORLD R  
I

---

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## Letter Find

How many letter "T"s are in the following sentence?

"Fairy tales are more than true: not because they tell us that dragons exist, but because they tell us that dragons can be beaten."

~Quote from *Coraline* by Neil Gaiman

"T" count: \_\_\_\_\_



# Paul Bunyan Word Find



Circle these words in the chart below:

PAUL BUNYAN

ENORMOUS

SMART

BABE THE BLUE OX

FOREST

STRONG

LUMBERJACK

TALL TALE

CAMP

AXE

HERO

TREES

B	I	B	T	X	O	B	C	K	M	C	P	H
F	A	X	S	R	T	A	L	L	T	A	L	E
E	D	O	M	A	R	B	P	O	B	M	M	R
N	O	U	F	O	R	E	S	T	A	P	X	O
O	C	K	L	S	E	T	N	B	C	S	A	R
R	G	H	J	U	E	H	A	H	V	R	L	T
M	F	U	L	L	M	E	M	U	I	E	A	L
O	L	P	A	U	L	B	U	N	Y	A	N	L
U	U	T	D	R	I	L	E	G	U	M	T	T
S	T	R	O	N	G	U	P	R	O	S	S	A
X	A	E	C	R	N	E	I	Y	J	M	R	L
C	B	E	P	L	A	O	C	K	R	A	F	S
L	U	S	O	L	A	X	E	O	M	R	C	E
M	W	B	X	O	U	N	M	J	A	T	C	K

# Imagine Your Story

## WEEK 5: Common Threads

### MARINETTE COUNTY PUBLIC LIBRARIES

#### THIS WEEK'S BIG IDEA

Learning about what we have in common with others creates understanding. Join us this week to discover common connections, as well as celebrate what makes us unique!

#### CRAFT: CD WEAVING

Kit items:

- Old CD or DVD
- Yarn
- Plastic needle (you can also make your own from a plastic lid!)
- Optional: beads



1. Wrap the long piece of yarn through the hole and around one side of the CD. Tie to hold it in place.
2. Continue to wrap the yarn around from the hole to the outside until you have an ODD number of strands. Tie the yarn off.
3. Thread a piece of yarn (any color) through the needle. Tie it to one of the strands, then weave it over and under as you go around the circle.

When you want to switch colors or add a new piece of string, simply tie them together. You can tuck the ends as you go. To use beads, simply add them to the yarn as you weave it.

#### MORE IDEAS

- Read the story *Cinderella* or another favorite tale.
- Try mending a broken toy or a hole in some cloth.
- Cook a new recipe from another country.
- Research what life is like somewhere else.
- Sew a puppet, then use it to tell a story.
- Tie-dye some clothing or a pillow case.

#### HANDCLAPPING SONG



#### Say, Say, Oh Playmate

Follow clapping instructions from the previous week, or try something new!

Say, say, oh playmate,  
Come out and play with me.

Bring out your dollies three.  
Climb up my apple tree.

Slide down my rein barrel  
Into my cellar door.

And we'll be jolly friends  
Forevermore, more  
Two and two is four!

#### GAME: WAND GAME

Kit items:  
wand from Week One or a small stick, etc.



Select one person to be the wizard/witch/magician/fairy. They use the wand to start and stop the statues in their garden. When started, the statues dance (optional music). Whichever statue delights the wand holder the most gets to be the next wand holder.

Optional: Designate a spot to be the goal or use the golden egg from week three. Two people can be "it"--a good fairy and a bad fairy. When the bad fairy tags you, you freeze; when the good fairy tags you, you are freed to try to reach a goal.

# Cinderella

Once upon a time, there was a beautiful girl named Cinderella. She lived with her wicked stepmother and two stepsisters. They treated Cinderella very badly. One day, they were invited for a grand ball in the King's palace. Cinderella's stepmother would not let her go. Cinderella was made to sew new party gowns for her stepmother and stepsisters and curl their hair. They then went to the ball, leaving Cinderella alone at home. Cinderella began to cry.

Suddenly, a fairy godmother appeared and said, "Don't cry, Cinderella! I will send you to the ball!" Cinderella said, "I don't have a gown to wear for the ball." The fairy godmother waved her magic wand and Cinderella's old clothes became a beautiful new gown. The fairy godmother then touched Cinderella's feet with the magic wand. Lo and behold, she had beautiful glass slippers! "How will I go to the grand ball?" asked Cinderella. The fairy godmother found six mice playing near a pumpkin in the kitchen. She touched them with her magic wand and the mice became four shiny black horses and two coachmen; the pumpkin turned into a golden coach. Cinderella was overjoyed and set off for the ball. Before leaving, the fairy godmother said, "Cinderella, this magic will only last until midnight! You must reach home by then."

When Cinderella entered the palace, everybody was struck by her beauty. Not even Cinderella's stepmother or stepsisters knew who she really was in her pretty clothes and shoes. The handsome prince also saw her and fell in love with Cinderella. He went to her and asked her to dance. The prince danced with her all night. Nobody recognized the beautiful dancer. Cinderella was so happy dancing with the prince that she almost forgot what the fairy godmother had said. At the last moment, Cinderella remembered her fairy godmother's words and she rushed out of the palace, losing one of her glass slippers as she ran. She reached home just as the clock struck twelve.

The prince had fallen in love with Cinderella and wanted to find out who the beautiful girl was, but he did not even know her name. He found the glass slipper that had come off Cinderella's foot as she ran home. The prince said, "The lady whose foot fits this slipper will be the one I marry!" The next day, the prince and his servants took the glass slipper and went to all the houses in the kingdom. All the women in the kingdom tried the slipper but it would not fit any of them. Cinderella's stepsisters also tried on the little glass slipper. They tried to squeeze their feet and push hard into the slipper. Cinderella's stepmother would not let her try the slipper on, but the prince saw her and said, "Let her also try on the slipper!" The slipper fit her perfectly. The prince recognized her from the ball. He married Cinderella and together they lived happily ever after.

# Brain Teasers...can you solve them?

## Boggle Word Find

Can you spell out five words in this grid by connecting, in order, letters that share an edge or a corner, without reusing any square in the same word?

O	L	I	F	A
P	L	T	L	O
E	Y	R	O	P
M	A	N	E	T
G	L	L	O	P

1. **TROOP** \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

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## Brain Teaser

Can you figure out what each letter stands for in each puzzle?

1. 1000 Y in a M                      1. **1000 years in a millennium** \_\_\_\_\_
2. 12 M in a Y                        2. \_\_\_\_\_
3. 29 D in F in a L Y                3. \_\_\_\_\_
4. 64 S on C B                        4. \_\_\_\_\_
5. 90 D in R A                        5. \_\_\_\_\_
6. 100 C in a D                        6. \_\_\_\_\_

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## Proverbs

The following lines are traditional American proverbs.  
Fill in the blanks using the words in the Word Bank.

1. They must hunger in frost who will not work in \_\_\_\_\_.
2. Weeds want no \_\_\_\_\_.
3. The remedy is often worse than the \_\_\_\_\_.
4. Laughter is the best \_\_\_\_\_.
5. Lost time is never \_\_\_\_\_.

### Word Bank

disease  
found  
heat  
medicine  
sowing

# Coloring for Relaxation



# Imagine Your Story

## WEEK 6: A New Twist on an Old Tale

### MARINETTE COUNTY PUBLIC LIBRARIES

#### THIS WEEK'S BIG IDEA

Fairy tales were originally morality tales, some specifically for adults. When deciding who is right and who is wrong, it helps to see both sides of a story. Explore alternate versions of classics!

#### MAGIC BUBBLE POWDER

Kit items:

- Magic bubble powder
- Yarn
- Two compostable straws



Home items:

- 3 Tablespoons dish soap (we recommend Dawn)
  - 2 cups cold water
1. In a shallow pan, dissolve powder in water, stirring well. Add soap and stir gently so you don't create a lot of froth.
  2. Let sit for ONE HOUR!
  3. Run yarn through two straws and tie in a knot.
  4. Dip wand into bubble solution and blow!

#### MORE IDEAS

- Read the story *The Three Little Pigs* or another favorite fairy tale.
- Read fairy tales from other countries.
- Make gingerbread characters and tell their stories.
- Build houses for the pigs, test them with a blow dryer to see if they will stay up.
- Write your own fairy tale. Be sure to include a moral or lesson, some magic, and lots of fun!

#### SONG : TUNE *THREE BLIND MICE*

##### **Straw, Sticks, and Bricks**

Straw, sticks, and bricks.  
Straw, sticks, and bricks.  
The pigs built their houses  
Out of straw, sticks, and bricks.  
The wolf came by  
And blew the straw down.  
He blew the sticks and they also fell down  
But the pigs lived happy all the day long  
In their house of bricks.

#### CRAFT: FINGER PUPPETS

Kit item:

- Puppet page



Home items:

- markers, crayons, etc.
- scissors
- glue or tape

1. Color the characters, then cut them out.
2. Tape or glue the tabs to create a ring to slide over your fingers.
3. Use them to retell the story of the *Three Little Pigs*.

#### GAME: BIG BAD WOLF HIDE AND GO SEEK

1. Choose one person to be the wolf. Everyone else is a pig. (If you only have one or two, you could also be Little Red Riding Hood or Grandma.)
2. The wolf closes their eyes and counts to 20 out loud. The pigs/RRH run to hide.
3. If the wolf finds you, you might try to run to a designated goal, i.e. the brick house or the wood cutter's house.
4. The last one to be found or make it to the goal is the new wolf.

# The Three Little Pigs

Once upon a time, there was a mother pig who had three little pigs and not enough food to feed them. When they were old enough, she sent them out into the world to seek their fortunes.

The first little pig didn't want to work at all, and he built his house out of straw. The second little pig worked a little bit harder, and he built his house out of sticks. Then, they sang and danced and played together the rest of the day. The third little pig worked hard all day and built a sturdy house with bricks.

The next day, a wolf happened to pass by. He saw the straw house and smelled the pig inside. He thought the pig would make a mighty fine meal. He knocked on the door and said, "Little pig! Little pig! Let me in! Let me in!" But the little pig saw the wolf's big paws through the keyhole, so he answered back, "No! No! No! Not by the hairs on my chinny-chin chin!" Then the wolf said, "Then I'll huff and I'll puff and I'll blow your house down." He huffed and puffed and he blew the house down! The wolf opened his jaws very wide and bit down as hard as he could, but the first little pig escaped and ran away to hide with the second little pig.

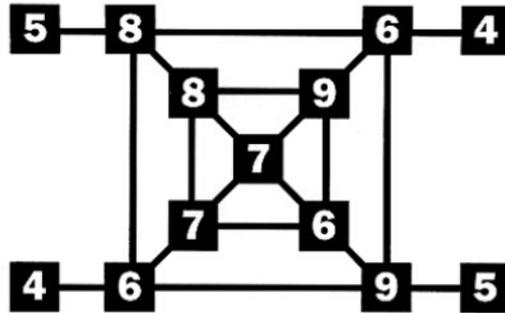
The wolf continued down the lane to the house made of sticks. He smelled the pigs inside, and his mouth began to water. So he knocked on the door and said, "Little pigs! Little pigs! Let me in! Let me in!" But the little pigs saw the wolf's pointy ears through the keyhole and answered back, "No! No! No! Not by the hairs on our chinny-chin chin!" The wolf said, "Then I'll huff and I'll puff and I'll blow your house down!" So he huffed and he puffed and he blew the house down. The wolf was greedy and he tried to catch both pigs at once, but got neither! The two little pigs scrambled away as fast as their little hooves would carry them. The wolf chased them down the lane but they made it to the brick house and slammed the door closed before he could catch them.

The frightened little pigs knew the wolf wanted to eat them. The wolf knocked on the door and said, "Little pigs! Little pigs! Let me in! Let me in!" But the little pigs saw the wolf's narrow eyes through the keyhole, so they answered back, "No! No! No! Not by the hairs on our chinny-chin chins!" The wolf showed his teeth and said, "Then I'll huff and I'll puff and I'll blow your house down!"

Well he huffed and he puffed, puffed and huffed but he could not blow the house down. At last, he was out of breath. Then the wolf made a plan to come down the chimney to eat up the little pigs for his supper. While he was climbing on to the roof the little pigs made up a blazing fire and put on a big pot full of water to boil. Then, just as the wolf was coming down the chimney, one little piggy pulled off the lid, and plop! The wolf fell into the scalding water. The little piggy put on the cover again, and the three little pigs ate him for supper.

# Brain Teasers...can you solve them?

Start at the center number and collect another four numbers by following the paths shown (and not going backwards). Add the five numbers together. What is the lowest number you can score?



## United States Currency Trivia

Fill in the blanks on the left with amounts from the Denomination Bank on the right.

1. President Ulysses S. Grant is on which bill? \_\_\_\_\_
2. President Andrew Jackson is on which bill? \_\_\_\_\_
3. President William McKinley is on which bill? \_\_\_\_\_
4. President George Washington is on which bill? \_\_\_\_\_
5. President Woodrow Wilson is on which bill? \_\_\_\_\_

### Denomination

#### Bank

\$1

\$20

\$50

\$500

\$100,000

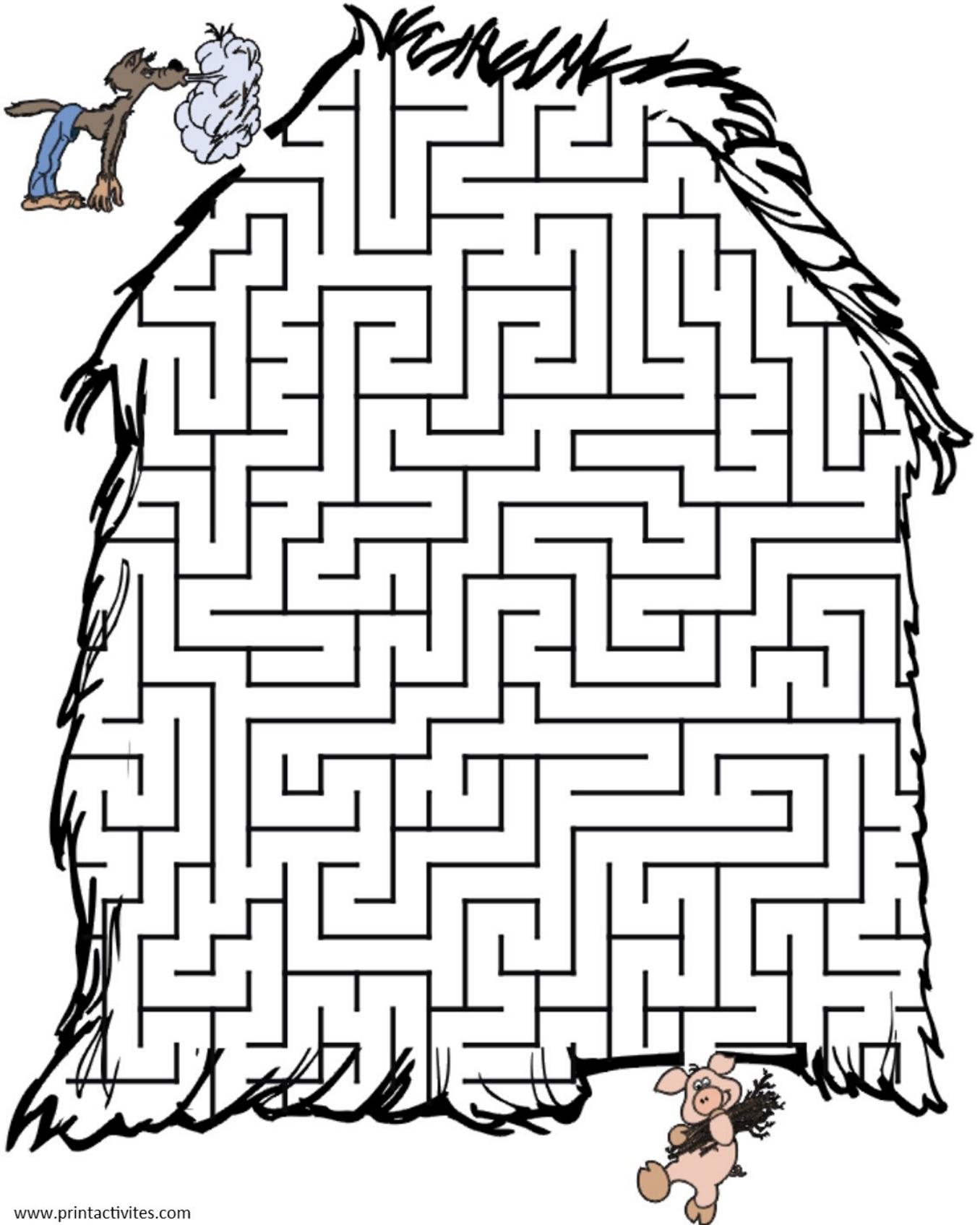
## Boggle Word Find

Can you spell out five words in this grid by connecting, in order, letters that share an edge or a corner, without reusing any square in the same word?

R	A	C	I	K
M	S	T	N	G
O	R	L	H	A
B	T	E	A	S
A	T	P	M	L

1. **KNIGHT** \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

Help the wolf find the little pig



# Virtual Programs

For information about virtual and passive programs, including content, dates, times, access information, as well as current library news, check our Facebook pages and website: [www.marinettecountylibraries.org](http://www.marinettecountylibraries.org).

In addition, information may be found in your local newspaper and at 8:30 AM on WOCO Radio the first Tuesday of the month.

Library Facebook pages are listed by the individual library name. (Goodman patrons should reference the Niagara FB page.)

**Stephenson Public Library (Marinette):** 1700 Hall Ave. 715-732-7570

**Coleman-Pound Public Library:** 123 W. Main St. 920-897-2400

**Crivitz Public Library:** 606 Louisa St. 715-854-7562

**Goodman-Dunbar Public Library:** 1 Falcon Crest 715-251-3236

**Niagara Public Library:** 1029 Roosevelt Rd. 715-251-3236

**Peshtigo Public Library:** 331 French St. 715-582-4905

**Mid-County Public Library (Wausaukee):** 703 Main St. 715-856-5995

