



Put a sticker or check mark on each character for every day you and your child read about 15 minutes or do any of the fun activities below.

Ages 0-4

START

Your Name Here

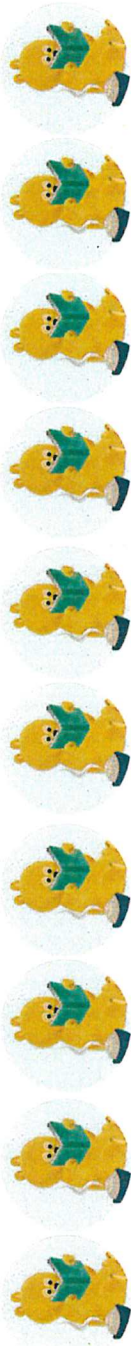
How To Play

1. Put a sticker or check mark for each day you read or listen to a book, or do any of the fun activities on the gameboard, between June 15 and August 31, 2020.
2. When you've marked at least 10 spaces (the days don't have to be in a row) bring the gameboard to the library to choose a prize. The first prize is available on June 24.

Other Details

- Your child and gameboard should be present to choose a prize.
- Each child can play the game twice.
- Keep it fun so your child will want to do these activities again and again.

The best way to help your child get ready to read is to read, write, sing, talk, and play together every day.



Level 1 stamp from library

(Claim your prize after June 24)



Level 2 stamp from library

(Claim your prize after July 4)



Level 3 stamp from library

(Claim your prize after July 14)

ACTIVITIES

Want to increase your child's brain connections? Read, write, sing, talk, play. Do it every day! For any of the activities below, mark a space.

READ

- Create a reading habit—always after dinner or at naptime in a cozy place.
- Predictable routines with favorite books help children feel safe and in control.
- Let your child tell you the story from one of their books. Telling stories from pictures is another way to read a story.

WRITE

- Sing *Itsy Bitsy Spider* and show your child how to make the spider climb. The movement helps fine motor skills for writing later.
- Involve your child as you make a list. Talk about names of some letters and words as you write them.

SING

- When you sing your favorite songs, change the words or make up new rhymes be as silly as possible.
- Fun music helps develop a child's language, listening, and self-regulation. Checkout music from our library.

TALK

- Ask your child to describe what happened in a book. Talking about sequences of events helps a child understand how stories work.
- Encourage your child's imagination: Ask them to tell a story. Begins with something fun like, "One day a squirrel went into the grocery store and ..."

PLAY

- Play astronauts landing on a distant planet!
- Take your child to a library storytime or event.

WOODBURN
PUBLIC LIBRARY