

The Legend of Zelda Program



Description: Do you get annoyed when people call “Link” Zelda? Then you are a true Zelda fan! Come join us and other Zelda enthusiasts as we enjoy Zelda crafts, themed games, and more. Materials will be provided.

Supplies:

- Printer Paper
- Wii & Tv
- Bean Boozled (\$7.26, Walmart)
- Coloring sheets
- Markers & Crayons
- Yarn
- Scissors
- A small box
- White paper
- Ping Pong Ball
- 1 bag of Jelly Belly Candy (There is a Walmart offbrand available for \$3.49)

Stations:

1. Make your own paper rubees

The character Link often explores his fantasy world by collecting rupees. Invite participants to create their own origami version. Depending on the participants, this station could be turned into a game where you see who can make the most origami rubees.

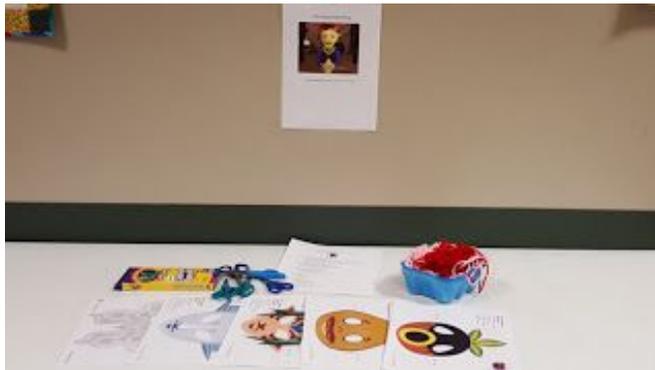
<http://www.minieco.co.uk/paper-gems-new-templates/>

2. Make your own paper masks

In the game, the character Link wears different masks for different powers. These masks are available to print for free through the Nintendo website.

<http://play.nintendo.com/activities/downloads/zelda-majoras-mask-3d-mask-papercraft>

Invite participants to make their own mask and challenge them to act like the character. This could be an opportunity for some live action role playing.



3. Shooting Gallery

Use a box and draw a paper target. With a ping pong ball, invite participants to try to hit the target. Note: If you use this station, supervision for this station is advised.



4. Defend your favorite Zelda Game

Print out pictures of all of the Zelda games. As you print them out, note the order for yourself, and laminate the cards. Invite participants to try and put the games in order. This station allows participants to see how many games there are & look at other games that might be available for them to check out. Once the participant is done, invite them to vote for their favorite game. If there are enough participants, invite them to defend their favorites to encourage discussion.

5. Potion Shop

In the game Zelda, Link uses potions to help him have additional power or to heal his energy. He can purchase these and other potions in the game's potion shop.

Using the game Bean Boozled, invite participants to try different types of beans or "potions." Tweens like to experiment with different taste and like to see how much they can take. Have a trashcan and something to drink nearby. For participants that do not want to play the game, invite them to try some regular Jelly Belly candy. For a cheaper price, Walmart has an off brand of this brand. This would allow all participants to try it.



6. Play Super Smash Brothers & Coloring

If your library is lucky enough to own a Wii or other game system, set it out and allow participants to play it. My library used the game Super Smash Brothers. It isn't a Zelda exclusive game, but it does include the character Link. While other participants wait to play the game, invite them to color gaming themed coloring pages, and look at Zelda books that are in your collection.

Other Notes

Our teen council requested this program for tweens. Although this program was a stretch, it attracted a lot of gamer tweens to the library. While it allowed us to serve these patrons, it also allowed us to show off my library's gaming collection and materials that the library had available.

Nuclear Glow Heroes vs. Villains Program



Description

If you fell into a vat of nuclear waste and gained superpowers, would you be a hero or a villain? Join us for a glow-in-the-dark dance party to celebrate summer reading! Costumes are welcome.

Supplies:

- Several packs of Glow Sticks (You can purchase these cheaply from the Dollar Tree)
- A super hero mask pattern
- Yarn
- Construction paper
- Scissors
- Markers, Crayons, and other craft supplies to decorate masks
- Music (We streamed Radio Disney)
- Balloons & lights for decoration
- Blocks or other decorations for Nuclear Vat
- Butcher paper
- Snacks & drinks

Stations

(1). The Nuclear Vat



As the kids enter into the program invite them into a designated space for them to choose if they want to be a hero or a villain. Encourage staff to get involved by choosing a team and recruiting participants to their team. Once a child has chosen their fate, have them decorate a mask. While they are making their mask, encourage them to come up with a super power, logo, and back story. Once they leave the station, the child must take on their chosen persona.

2. The Dance



Create a dance space and encourage participants to wear glow sticks and play with balloons. To encourage a friendly battle between the heroes and villains, challenge the groups to see how long they can keep the balloon in the air or challenge the group to come up with a dance routine and have a dance off. This section can be tailored to your group of tweens you could also set out glow in the dark bowling, ring toss, or do competition to see who can jump the furthest. If needed, you can keep this open ended and just challenge your participants to stay in character (with a reminder that they cannot physically fight or touch other guests).

3. Black Light Messages & Comic



If your library or staff have a black light available, challenge kids to write messages in highlighter. Try out secret codes for added fun or challenge the villains and heros to create a comic. Once the comic is complete, have another staff member come in to judge the winning team.



Other Notes

This program was an activity for Summer Reading 2015. Even though this program was themed for summer reading, it could be adapted to have other themes that would fit your audience.

I Survived



Description

Are you a fan of the "I Survived" series by Lauren Tarshis? See if you can survive the events that the books were based on through obstacle courses, games, and crafts.

Supplies

Please note that supplies are broken down by station. Please do not feel like you have to do all of the stations. You can personalize this program based on your library's budget and tween interest.

→ Titanic Station

- ◆ Several rolls of foil
- ◆ A supervised bucket of water with towels
- ◆ -Marbles

→ Earthquake Station

- ◆ Several containers of Legos
- ◆ Cookie sheet

→ Natural Disaster Station

(Supplies for an obstacle course)

- ◆ Tape
- ◆ Streamers
- ◆ Construction paper
- ◆ Balloons

→ War Station

(Supplies for a fort)

- ◆ Blankets (please consider bugs)
- ◆ Chairs

→ Signs with directions

→ Display Books

Program Stations

Titanic

Have participants make boats out of foil, and have them try and see how many marbles their boat can hold. Once participants make the boat, a staff member will put it in water, and see how many marbles it will hold. Keep a record of the number of marbles each participant's boat holds.

Earthquake

Have kids make a structure out of legos or blocks. Encourage participants to look at books on structures to assist them in their building. Once they have completed their structure, have them put it on a cookie sheet. Once they are done, they can shake the cookie sheet to see if their building survived.

War

Create an obstacle course out of supplies that you have available to you at your library. Some easy ways to do this is by using streamers, construction paper, and balloons. If you are low on time, challenge the kids to make their own.



Reading Fort

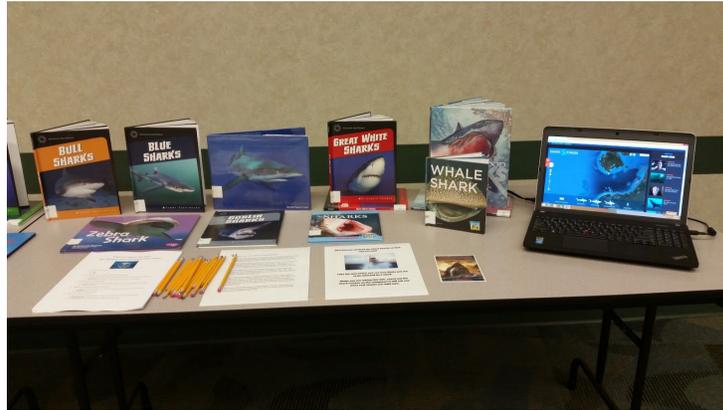
Encourage participants to read *I Survived* books, read alikes, and informational books in their own fort. If staff, book talk a few read alikes such as *Disaster Strikes* series by Marlane Kennedy



Other Notes:

In addition to these stations, I had a few others including :

- Sharks: We set out a laptop that displayed where sharks that are tagged were located. We invited participants to take a quiz to see how likely they would be attacked by a shark.



- Tornadoes: Since we live so close to Joplin, we invited participants to take literature on tornado safety and where you can go in our community for shelter. If you wanted to build on this station, you could include a tornado in a bottle to show participants how tornadoes form.

Other Notes : Since there is a lot of supplies and staff time involved, I would recommend sign up for this program & limiting the number of stations.

Iron Chef



Description

Are you ready to compete for the title of Tween Iron Chef? Can you concoct a delicious dish from only a few ingredients? Join the ultimate food showdown and find out if you are up for the challenge.

Supplies

We shopped for products that did not require cooking, was available at the Dollar Tree, and avoided most allergens. Some of the items we used were :

- Twinkies
- Sprinkles
- Icing
- Wafers
- Variety of candy.
- Plates
- Plastic utensils
- Camera
- Judging sheets & staff willing to judge

Goal

Teams will create an artistic food dish using the materials provided. Judges will judge each team on their presentation, creativity, and teamwork.

The Program

Place all food on a long table up at the front of your room. Try to have food already divided up in cups and plates to save time and avoid contamination.

As the participants arrive, divide them up into teams. Once the teams are divided, start the program off by asking if anyone has allergies. This is a good way to ensure safety within the program and to avoid eminent distature. Follow this up by inviting all participants to wash their hands. As teams are waiting on individuals to wash their hands, have them nominate a team leader, create a team name, and come up with a plan for their design.

Once all of the teams have washed their hands, invite only the team captains to come up and get food for their teams. After all teams have their food, give each team about 20 minutes to put together their creation. To ensure cleanliness, take off 5 points if you notice teams licking their fingers, eating food off the floor, or...just being gross. (They will do this!)

After about 30 minutes, challenge teams to walk their food up to the judging table. Invite staff to come in and judge the creations off of their looks and creativity. While the judges are judging, have teams clean up their stations.

To make this more appealing, give them 5 points for a clean station & allow them to eat the leftovers. After the judges finish up, add up the totals, and announce the winner!

Be sure to get lots of pictures!



Other Notes

Most tweens are still learning about cleanliness. After noticing many tweens licking spoons, dropping food in the floor and offering it to us to eat, and not washing their hands, we decided that judging food based off of taste was a terrible idea!

We found that this program works best if it is judged based off of food presentation. To make it more interesting, invite other staff members to come in to judge it. You might also judge on their creativity, group, participation, and how well they kept their area clean.

Scoring Sheet

We used this scoring sheet to decide the winner. Please feel free to reuse!

Overall Appearance (How it is displayed)	1	2	3	4	5
Creativity (How inspired is the mixture of ingredients)	1	2	3	4	5
Overall Group Participation (Did group worked well together, include everyone, maintained a clean space, washed their hands, and did the creation make it to the judging table?)	1	2	3	4	5
Bonus: Clean Up (Participants can earn up to 5 points based how well clean up their space)					

Own Your Space



Description: Are you ready to shed your childhood bedroom and try out something new? Find some inspiration and join us as we create some fun new crafts for your bedroom!

Supplies:

- Paint Samples
- Glue
- Scissors
- Masking tape
- Paint
- Mattes
- Yarn
- Cardboard
- Computer
- Display books

Goal : Demonstrate the need for tweens to have their own space & to show parents that they can create pieces for their room cheaply.

Stations

1. Paint Sample Calendar

Using donated paint samples, encourage participants to rearrange the samples into a pattern that they are pleased with. Once they have an organized set, invite them to look at a calendar to put the dates on it. If your budget allows, provide them a picture frame from the Dollar Tree and encourage them to use dry erase markers to mark the days on the calendar. This will ensure that the item can be used over again.



2. Wall Art

Using Mattes, invite participants to create patterns using masking tape. Once they are happy with their design, encourage them to use paint to paint their design. Next, allow to dry (20-30 minutes). Once it is dry, take off the tape to reveal a work of art!



3. Yarn Art

First, have participants brainstorm some ideas on words they could use for this station. Once they have found one they would like to incorporate, have them carefully cut the word out of the cardboard. Next, wrap the word in yarn with their favorite color!



Disney Dance



Description: Second star to the right, and straight on until morning. Come join us for an evening of letting it go Disney style. Wear your dreamiest Disney costume and be our guest for the best dance of the new year.

Supplies:

- Legos
- Disney coloring pages
- Crayons & markers
- Butcher paper
- Scissors
- Disney Music Playlist
- Baby Name Books
- Stapler
- Extra Paper
- Decorations (streamers, balloons, ribbon)
- Display books

Goal : To show off the library's collection of Disney materials while also creating a community for tweens with the same interests.

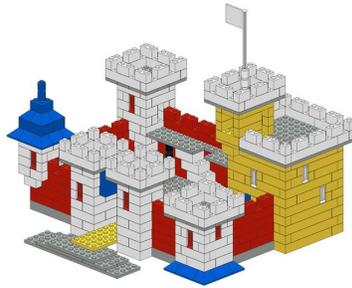
Stations :

1. Voting station

Cut a piece of butcher paper and place it on the wall. Put up a variety of Disney villains and princesses to vote on. As participants walk in, encourage them to vote on their favorite.

2. Build the Castle

Using building blocks or Legos, encourage participants to build a castle out of blocks. Sit back and watch what your participants make!



3. Snowflake

This station is inspired by Disney's *Frozen*. Encourage participants to make snowflakes out of paper with various designs. This is perfect for a winter program!



4. What does your name mean?

Tweens love to learn more about themselves. Set out a variety of baby name books from your library's collection. Encourage participants to look up their name meaning and to create an art design with their name and name meaning. If participants are having a difficult time, encourage them to look up some Disney princess names to see their meaning.



5. Color Disney

Set out a variety of coloring sheets that are inspired by Disney. Invite kids to color their favorite Disney character. This station could also be used for other activities such as BINGO or depending on your participants, you could do paper dolls too.



6. Dancing

Create a playlist of Disney songs & invite participants to dance to their favorite songs. Try to do song requests. Or, you could also try to play some games such as four corners or the freeze dance to get participants involved.



Other notes: Don't forget to create a large display of Disney books and materials to show off your library's collection! This is a wonderful opportunity for you to show off what your library has while also exposing patrons to new materials!

My Little Pony



Description : Are you the ultimate *My Little Pony: Friendship is Magic* fan? Test your skills against other fans in a round of trivia! If that isn't your style, try your hand at some *My Little Pony* inspired crafts. Supplies will be provided.

Supplies:

- Voting Slips
- Pens, pencils, markers
- Perler Beads & boards
- Iron
- Embroidery floss
- Personality Tests
- Computer & projector
- Paper for Trivia
- Small prize for winning team

Note : The format of this program is best with structure, but it can be done as a free flowing. Our program worked best opening with some stations and flowing into trivia.

1. Vote for your favorite Pony

As participants enter, invite them to vote for their favorite pony by writing down their favorite pony on a blank piece of paper.



2. Perler Beads

Put out a variety of perler beads. Invite participants to create their own My Little Pony. Participants can use free patterns online or they can freehand a design.



3. Friendship is magic friendship bracelet

Set out embroidery floss and directions on how to make a friendship bracelet. Invite participants to make their own. This activity does take some time. Have supplies ready to go for participants to take it home & provide alternate how-to directs for participants to try a variety of types of bracelets.



4. What is your cutie mark?

For this station, set out some personality tests. If this does not work for your library, try have a computer available for them to take a personality quiz on. Tweens will love finding out their personality type and comparing it to their friends!



Note : While participants are at their stations, try to play some music from *My Little Pony*. Challenge them to see if they know all the words, have a karaoke battle, or even to dance freely as others are crafting. Participants will enjoy being able to show off their skills and their love for their fandom.

6. Trivia

Once you are ready to do the main activity, break participants up into groups & have them come up with a team name. Hand out paper to each participant & begin your trivia battle!



For trivia questions, please contact Pamela Groseclose by email : pamelag@thelibrary.

Elf's Christmas Cheer Extravaganza



Description: Don't be a cotton-headed ninny-muggins! Nerd out with other fans while you watch "Elf," rated PG, on the big screen and stock up on Christmas cheer with food and activities that would make Buddy proud!

Supplies :

- Bingo Sheets
- Cooked Spaghetti noodles
- Candy Canes
- Candy Corn
- Syrup
- Hot Chocolate & water
- Plates, cups, and napkins
- Blank computer paper
- Construction paper
- Scissors
- Glue
- Butcher Paper
- Coloring supplies
- *Elf* DVD

Stations

1. *Elf* Movie

Tweens watched *Elf* on the big screen while doing related activities.

2. Vote for your favorite color

This was very simple. We had a piece of butcher paper on the wall with the words, "Buddy the Elf, what's your favorite color?" written at the top and various colors of markers on the floor underneath.

3. Make paper snowflakes

Paper, scissors, and a garbage can comprised this station. You could also include tip sheets about how to make particular cuts and styles of snowflakes.

4. Put Deb's face on a Christmas card

The tweens had craft supplies and construction paper to make Christmas cards and printouts of Deb's face were available if tweens wanted to take Buddy's compliment literally.

5. Movie Bingo

As the kids watched the movie, they marked down things they saw and heard on their bingo page. The only issue with this particular bingo Alyssa created, is that everything on the card is in the movie, so most tweens will get multiple bingos, if not fill their entire page. We did not plan beforehand how many prizes the tweens could get for their various bingos and had to make it up as we went along. We recommend limiting it to 1-3 prizes apiece and establishing this in the beginning. A copy of the bingo is at the end of this page, but a more high quality version can be downloaded from the Tween You and Me Resources page.

6. Experiment with food from the movie

This was by far the favorite station. We had cooked spaghetti, syrup, and Buddy's four major food groups: candy, candy canes, candy corn, and syrup. Syrup on spaghetti was an gross novelty many of the kids enjoyed exploring briefly and then loaded up on the candy.

Elf

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Candy	Does Somebody Need a Hug?	Throne of Lies	The Best Way to Spread Christmas Cheer	Francisco
Through the Lincoln Tunnel	Tollhouse Cookie Dough	Santa Here? I know him!!!	Good News, I saw a Dog	You look miraculous
Sea of Swirly Twirly Gumdrops	He's An Angry Elf	Free Space	Sugar	Buddy Eating Cottonballs
I'm Sorry I Ruined Your Lives	Thanks, Mr. Narwhal	Beef & Cheese	Smiling's My Favorite!	I Got Some Ideas
World's Best Cup of Coffee	Cotton-Headed Ninny Muggins	Candy Cane Forest	My Tongue Swells Up	Syrup

Scooby Doo Mystery!



Description : *Scooby-Doo, where are you?* Show off your super sleuthing skills and help us solve a mystery at the library! After you have solved the mystery, curl up and watch classic episodes of Scooby- Doo, enjoy some Scooby snacks, and play a live board game. Materials will be provided.

Supplies

- Several copies of Alyssa's Mystery Quest divided up into mystery folders for teams
- Alyssa's PowerPoint presentation
- Computer & projector
- Fake Jewels
- DVD copy of *Scooby Doo, Where are You?*
- Food
- Small Prize
- Extra Paper
- Extra staff
- Display of Scooby Doo materials for display

*Please note the Alyssa's entire mystery quest is available on <http://tweenlibrarian.blogspot.com/> *

The Program

Upon arrival, divide participants up into teams. If your participants are younger, it is suggested that you encourage the parents to participate with their children. Once everyone is settled, display Alyssa's Powerpoint and hand out the provided case files.

Give teams an a brief overview of how the game works, rules, and expectations. Allow teams about 10 minutes to meet with their teams and review the case file, eat, and gather as much information as possible. Once the teams have had a brief time to figure out a plan, put up a timer onto the wall (<http://www.online-stopwatch.com/countdown/>) and walk around to assist with questions. Each team will be allowed a hint for one clue of their choice. This is called a "Velma Brain Blast." Have the answers to the clues handy to help answer these questions.

Once everyone has finished their mystery, announce the conclusion which is included in the attached materials. After the mystery has concluded, invite participants to eat some Scooby Snacks and watch the TV show *Scooby Doo*. While they are doing this, they can play board games, color, or you could even try some life sized games such as Candy Land or Monopoly.

(You can do this alternately as a Nancy Drew/Hardy Boys program. If you have any questions, please contact us for the materials).

Doctor Who Ultimate Trivia Showdown



Description

Are you the ultimate expert on all things whovian? Test your knowledge of the classic and reboot series with the Ultimate Fandom Trivia Showdown!

Supplies

- Computer, projector, and screen
- Tables and Chairs
- Blank Paper and writing utensils
- Doctor Who Printables
- Colored Pencils or markers
- Doctor Who materials for display

The Program

1. Set out printables on side table with pens, colored pencils, and markers
2. Set out blank pieces of paper with a pen or pencil at each chair. Make sure each participant has one.
3. Create Doctor Who display of related library materials
4. Find out if tweens want to participate individually or as teams. If some want individual and some want team, go with team and call each individual who wants to participate alone a “team.”
5. Give teams two minutes to come up with a team name. If they can’t come up with a name, make one for them. (Examples: Team Timey-Wimey, Team Tardis, Team Blue, Team River Song, Team Gallifrey, etc.)
6. Begin with first round of Jeopardy. Start with a team and go in a line. If one team answers incorrectly, they should be deducted those points. If they answer correctly, they should be given those points and allowed to answer another question. Regardless of whether they answer the second question correctly or incorrectly, their turn is at an end:
<https://jeopardylabs.com/play/doctor-who-ultimate-trivia-showdown>
7. Record each team’s points on a piece of paper or Google Doc.
8. Then move on to Double Jeopardy.
<https://jeopardylabs.com/play/doctor-who-ultimate-trivia-showdown-double-jeopardy>
9. Double the number of each team’s points earned during the Double Jeopardy round. Add these new numbers to each team’s total from the first round of Jeopardy.
10. Explain to participants that for final Jeopardy, each team needs to wager a number of points and write down an answer to the question. If their answer is correct, they win that number of points. If it is incorrect, they lose that number of points.
11. End with Final Jeopardy. Play this clip until 1:21 :
<https://www.youtube.com/watch?v=DLjJwW1IFxI>
12. Pause the clip and posit this clue: **The first person the eleventh Doctor sees on the other side of the wormhole.** The correct answer is:
Who is the tenth Doctor. (If a team answers David Tennant, this is also correct.)
13. Have each team reveal their answer and wagered points and then continue the clip briefly to show them the answer. If they are curious, this clip is from the episode, “The Day of the Doctor.”
14. Add or subtract the wagered points.
15. Award the members of the winning team prizes. (We often give donated books, ARC’s, or candy).



Description : Getting ready for middle school can be tough. Are you ready? Join us for crafts and activities that are meant to ease your middle school worries!

Supplies :

- Locks
- Tissue paper
- Ribbon
- Scissors
- Glue
- Roll of magnet tape
- Glass gems (found in the floral section)
- Origami paper
- Plain Drawing paper
- Coloring Supplies
- Cupcakes & Icing to decorate

Stations:

Locker

Set out a lock for kids to practice opening. This will hopefully help them deal with the anxiety of getting their locker open.

- You can set out directions such as this one ([How to open a lock](#)) that participants can take with them on their first day.

Decorate Your Locker

Set out some supplies and encourage participants to make some decorations for their locker. Try making your own magnets, buttons, or locker posters. Here are some activities that we used:

- [Locker Pom Pom](#)
- Magnets
 - [Perler Bead Magnets](#)
 - [Marble Magnets](#) - kids can glue recycled paper or their own drawings for their very own magnets!

Make Your Own Journal

Themed after Diary of a Wimpy Kid and Dork diaries, set supplies out for participants to make their own journal. Explain that is a good way to write down your feelings & have display of Dork Diaries, Diary of Wimpy Kid, & The Strange Case of Oragami Yoda for participants to get ideas from.

Do what you love stations- encourage kids to find their passion and do what they enjoy. Some simple activities could include things such as drawing. In addition to this, we also encouraged participants to make origami themed off of the book Origami Yoda.

- [Origami Yoda](#).
- **Drawing station**
- **Decorate cupcakes**
- Design your own dress / clothes from <http://dorkdiaries.com/Dork-Diaries-Kit.pdf>

Extras

- Printouts & resources for parents to help kids make the transition.
- Coloring http://www.giantdorkgasm.com/2011/10/daily-dorkgasm_23.html
<http://dorkdiaries.com/wp-content/uploads/2014/02/Feb-1.jpg>

Game : Don't get stuck with the Cheese Game

Using the concept of the game "Hot Potato" have the kids sit around in a circle and pass around the "smelly cheese" prop. When the music stops, the person caught holding the cheese is out.

How to Train your Dragon



Description: Celebrate the amazing tales of Hiccup Horrendous Haddock III from "How to Train Your Dragon" with games and activities as we try to determine if dragons really did exist.

Alyssa invited her former history teacher to do a presentation on the historical existence of dragons. This is an example of an effective local community partnership.

Supplies:

- Printouts of stations (Resource location located on <http://tweenlibrarian.blogspot.com/>)
- Coloring supplies
- Scissors
- Glue
- Computer & Projector for presentation (optional)
- Display Books
- Pens and pencils

Stations

- Quiz about the author and the books:
 - http://www.hachettechildrensdigital.co.uk/downloads/wp-content/hodderdownloads/20120919/HTTYD_Dragonese_Day_Section%208.pdf

- Create Your Own Viking Shield:
 - Page 31
 - http://www.hachettechildrensdigital.co.uk/downloads/wp-content/hodderdownloads/20120919/HTTYD_Dragonese_Day_Section%201.pdf

- Family Tree
 - Inspired by the activity on page 23, printables on pages 29-30:
 - http://www.hachettechildrensdigital.co.uk/downloads/wp-content/hodderdownloads/20120919/HTTYD_Dragonese_Day_Section%201.pdf

- Make your name from Viking runes
 - Pages 32-33
 - http://www.hachettechildrensdigital.co.uk/downloads/wp-content/hodderdownloads/20120919/HTTYD_Dragonese_Day_Section%201.pdf

- Viking History Quiz
 - Pages 25-26:
 - http://www.hachettechildrensdigital.co.uk/downloads/wp-content/hodderdownloads/20120919/HTTYD_Dragonese_Day_Section%201.pdf

- Differences between the book and movie:
 - http://www.hachettechildrensdigital.co.uk/downloads/wp-content/hodderdownloads/20120919/HTTYD_Dragonese_Day_Section%207.pdf

- Story Maps, Draw Your Own Map, and Write Your Own Story:
 - http://www.hachettechildrensdigital.co.uk/downloads/wp-content/hodderdownloads/20120919/HTTYD_Dragonese_Day_Section%206.pdf

- How to Speak Dragonese
 - http://www.hachettechildrensdigital.co.uk/downloads/wp-content/hodderdownloads/20120919/HTTYD_Dragonese_Day_Section%203.pdf

Resources

This is an invaluable resource. Most of the stations and ideas for the stations have come from here:<http://www.howtotrainyourdragonbooks.com/funstuff/dragoneseday/downloads/>

This is a Pinterest board I put together of various ideas and printables, such as coloring sheets:
<https://www.pinterest.com/ebmedia/how-to-train-your-dragon-program/>

There are various printables such as word searches and mazes from the movie here:
<http://skgaleana.com/free-how-to-train-your-dragon-printables-downloads-and-crafts/>

Mario Kart Competition



Description: Do you have what it takes to be the best "Mario Kart" racer? Put your skills to the test for a chance to win the ultimate title! Play games and chat with other Nintendo fans while you wait to compete.

Supplies:

- Wii
- Mario Kart Game
- Extra Wii Remotes
- Snacks (optional)
- Board Games
- Nintendo themed printouts
- Bingo
- Crayons and markers
- Pens and pencils
- Scissors
- Glue
- Bracket to keep track of winner
- Display books

Stations

As participants enter program, divide them up into groups and encourage them to try out different stations. Have a staff member by the Wii to help lead the competition.

1. Wii

Have staff member lead this competition by rotating group members in. Keep track of the winner by using a bracket provided online. Be sure to provide extra chairs for participants to watch the competition too!

2. Games

Have another staff member lead participants in other games such as Nintendo themed board games or card games. Mario themed Bingo is also a fun option. This is a great way to help pass the time, and for tweens with the same interests to meet.

3. Coloring Station

Encourage participants to color and design Nintendo characters. This is a great way for them to show off their interests. Encourage them to try to draw their favorite character and to color it in a creative way.

Don't forget to create a display to show off your gaming collection! Participants will enjoy game guides, inspired manga, and drawing books.

Additional Programs We Have Offered

Movies

For the past three Summer Reading Programs, we have tried to offer a tween program every week. With five to six thousand kids birth to eighteen participating in our branch's SRP, it has been impossible to offer a high prep program every week. Therefore, we have defaulted to showing at least two movies a summer and have occasionally shown them in the Fall as well. We have had very little success with this. The exception has been when we have chosen a very popular title and have included activities. See the Elf Program under "Winter Programs" for more information on this.

Board Games

Board games are a fantastic way to engage tweens; however, you have to select quality and popular board games to do this. We would suggest the following: Ticket to Ride, King of Tokyo, Settlers of Catan, Exploding Kittens, Apples to Apples, Coup, Codenames, and Sushi Go. Make sure you know how to play the games, and then play with the kids and have fun! More information about board games and game play can be found at the following:

- <https://boardgamegeek.com/>
- <https://www.youtube.com/playlist?list=PL4F80C7D2DC8D9B6C>
- <https://www.youtube.com/user/thedicetower>

Warriors

A few years ago we used a role-playing game from the Warrior Cats' website. The participants were very excited, but the game was a little hard to follow. I (Alyssa) did not spend quite enough time preparing and understanding the game and consequently the kids were confused as well. If you have time; however, I think this is something Warriors fans would greatly enjoy.

<http://www.warriorcats.com/games-and-extras/games/adventure-game>

Community Partnerships

Our library district has partnered successfully multiple times with members of the community to do programming. A notable partner the District has worked with for a K-5 program and we would like to work with again for tween programs is the local gym that trains athletes for NBC's hit TV Show: American Ninja Warrior. This was beneficial to both us and the gym, as it drew people to the library and gave patrons an opportunity to do something of this caliber for free, while whetting the appetite of the kids to visit the gym.

Image Credits

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- Calendar
https://www.google.com/url?sa=i&rct=j&q=&esrc=s&source=images&cd=&ved=0ahUKEwiC4J23n6vPAhVK0oMKHd8HD8gQjRwIBw&url=http%3A%2F%2Fchicisms.com%2Fcrafty-chic-paint-sample-calendar%2F&psig=AFOjCNEvDy5KTVkN9GUKQu_XM29eXhj5Kw&ust=1474917885951153
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- How To Train Your Dragon <https://www.howtotrainyourdragon.com/explore>
- I Survived <http://massachusettschildrensbookaward.blogspot.com/>
- Junior Iron Chef http://nutritionservices.mpls.k12.mn.us/junior_iron_chef_competition
- The Legend of Zelda www.nintendo.co.uk
- Lego Castle <https://www.pinterest.com/pin/420453315189339338/>
- Little Mermaid <http://www.kidscoloringpage.org/ariel-brushing-hair/>
- Mario Kart <http://mariokart8.nintendo.com/>
- My Little Pony: Friendship is Magic icon
<https://www.pinterest.com/eckokitten/my-little-pony/>
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<http://www.watchcartoononline.com/my-little-pony-friendship-is-magic-season-4-episode-15-twilight-time>
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- Paper Snowflake
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- When you wish upon a star <https://www.pinterest.com/pin/239042692694142369/>
- Yarn Art <http://diycandy.com/2015/03/diy-wall-art-yarn-wrapped-love/>

Please note that all text graphics were made using Canva.