

Collaborative Summer Library Program 2024

Adventure Begins at your Library

YOUR LIBRARY! Where else can you travel around the world, meet an endangered species, and build like an architect all in one place?

DASEF is your **passport** to adventure & fun at Delaware Libraries

Introduce on: Read the big book about Adventures to the participants.

Ask what they consider to be an adventure.

Review the adventures/stations they will rotate through and explain the passport.

Hand out **Passport** books for participants to fill in with stickers for completing each activity.

Station 1: Have the book, *Nia and the New Free Library* by Ian Lendler (Author), Mark Pett (Illustrator) at this station. Participants can read the book, or summarize while showing the pictures.

Adventure: Build a new library for Nia using **Straw Connectors**. Include different rooms, such as a children's section, the computer lab, a Maker Space, video section, etc.

Station 2:

There will be a **Globe** at this station for participants to locate places they would like to visit and/or places they have visited (Prize for the person who has traveled the farthest from Delaware!)

Adventure: Match the set of cards with famous landmarks to their location on the globe.

Station 3: Explore a **Suitcase** packed with items for participants to identify and see how they work

Items: periscope, compass, binoculars, atlases/road maps.

Sheets with information on how each works will be at the station.

Road Maps in the suitcase: participants will put a magnet under a map/atlas page of their choice, and put a little metal car on top of that map/atlas page. They will move the little car around the map with the magnet, following the roads and highways to show your travels.

Station 4: Using a **US Map**, locate the states for each of the **flags** at the station.

Station 5: Endangered Species inflatable: Compare the size of a _____ to yourself. Use a tape measure to see just how big a _____ is! Where would you have to travel to see this animal?

World map and note card with information, or a display poster will be at the station

Station 6: Design and build a vehicle using "Clicks". Choose your destination and your mode of transportation: car, bus, plane, submarine, rocket, lunar/Mars rover, helicopter, etc...

Possible Take-aways:

Mazes, word searches, book mark, coloring pages, hidden pictures



State Standards addressed:

Geography Anchor Standard One: Students will develop a personal geographic framework, or "mental map," and understand the uses of maps and other geo-graphics [MAPS].

K-3a: Students will understand the nature and uses of maps, globes, and other geo-graphics.

4-5a: Students will demonstrate development of mental maps of Delaware and of the United States which include the relative location and characteristics of major physical features, political divisions, and human settlements.

Geography Anchor Standard Three: Students will develop an understanding of the diversity of human culture and the unique nature of places [PLACES].

K-3a: Students will identify types of human settlement, connections between settlements, and the types of activities found in each.

Engineering Design

K-2-ETS1-1 Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.

Interdependent Relationships in Ecosystems

3-LS4-3 Construct an argument with evidence that in a particular habitat some organisms can survive well, some survive less well, and some cannot survive at all.

3-LS4-4 Make a claim about the merit of a solution to a problem caused when the environment changes and the types of plants and animals that live there may change

Engineering Design

3-5-ETS1-1 Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time or costs.

