

Read Beyond The Beaten Path




THURSDAYS	FRIDAYS
<h1>JUNE</h1> <h2>PROGRAMS</h2>	3 STORYTIME 10:30 CAMPING SUMMER PROGRAM BEGINS CAMPFIRE TALES Smores & Popcorn - BYO-BEDDING & take home a MAKE-A-ME PROJECT 
9 FARMER'S MARKET 5:00 GOING on a BEAR HUNT  We'll stalk the ferocious gummy bear across the wilds of the Lucas County Courthouse lawn. We will take all the necessary precautions that we'll learn by reading books about bears.	10 STORYTIME 10:30 INTO THE WOODS SUMMER PROGRAM ALL SIGNS POINT TO... Everybody needs a place of their own! Mark out your territory with a sign of your own design! 
16 FARMER'S MARKET 5:00 Alice's Adventures ⁱⁿ Chariton Join us as we locate the elusive white rabbit. We'll read some bunny books & enjoy tea & cake. Don't be late for this very important date! 	17 STORYTIME 10:30 FATHERS DAY SUMMER PROGRAM * MAKE A MAP bring your creativity, we'll supply the rest
23 FARMER'S MARKET 5:00 FOLLOW ^{THE} YELLOW BRICK ROAD Follow the Yellow Brick Road through the Land of Oz that you'll create in chalk on the sidewalks of the Lucas County Courthouse. We'll read some books & create Emerald City jewelry! 	24 STORYTIME 10:30 NURSERY RHYMES SUMMER PROGRAM CHOOSE YOUR OWN ADVENTURE Storytelling on a grand scale!
30 FARMER'S MARKET 5:00 FOLLOW THAT MONKEY  Act like an animal. Don't know how? Don't worry, we'll read the books that show us how! And when we're done, we'll send a monkey home with you.	JULY 1 STORYTIME 10:30 4TH OF JULY NO AFTERNOON PROGRAM... BUT Stop by to play some of our boardgames. You can now check our games out for 2 weeks, just like a book!
7 FARMER'S MARKET 5:00 THERE & BACK AGAIN A HOBBIT'S TALE Once again, we'll read books, the ones to give us the rules for dealing with dragons, especially since you'll capture one. Then we'll toss the One Ring & head home. 	8 STORYTIME 10:30 FAIRYTALES SUMMER PROGRAM * FANTASY COINS We'll offer a variety of materials & employ several counterfeiting techniques. (jk©) <u>This is one of those craft days that might involve hot, sharp & pointy things. Beware!</u>
14 FARMER'S MARKET 5:00 VROOOM Once we've created a chalk city on the sidewalks, we'll read about travelling & race cars. Then we'll RACE! 	15 STORYTIME 10:30 VROOOM SUMMER PROGRAM * BRACELETS & MEDALLIONS <u>We'll use some of our fantasy coins for this. Potential for sharp & pointy tools again. Beware!</u>
21 FARMER'S MARKET 5:00 SECOND STAR TO THE RIGHT AND STRAIGHT ON 'TIL MORNING Join us in Neverland. We're following the leader, the leader, the leader... We'll learn all about fairies & hold a few in our hands. You can even take a few home with you! 	22 STORYTIME 10:30 PIRATE ADVENTURES SUMMER PROGRAM FINALE PIRATE PARTY
28	29 STORYTIME 10:30 FAIRTIME

All Friday Summer Programs will be held in the Library Meeting Room @ 1:00!

Register for the Program ONLINE @ chariton.lib.ia.us

Student: _____ Grade next fall: _____
 Adult Contact: _____ Phone: _____
 Address: _____
 email: _____

Reader Buddy
 Independent reader

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