

“Make A Splash—Read!”

How you play:

- Beginning the day school is out on June 15, ages 5 and up may pick your Reading Records in the Children’s Department or online at www.guilfordfreelibrary.org
- Write your name on the Reading Record & keep it at home.
- After reading your first book, put your name on a whale game piece at the library & move it around the stations: one space for each book read.
- You have completed the game after reading ten books.
- After reading ten books, put your whale on the ocean bulletin board in the library lobby.
- Ask for a Final Certificate, sign the *Make a Splash* Readers Log Book, & get a gold coin to throw in the treasure chest. (Then play again & get another reading record.)
- The Summer Reading Game ends on September 2, the day school starts.
- Take your Reading Records to school this Fall to show your teacher.
- All participants will have their names listed on the Guilford Free Library web site: www.guilfordfreelibrary.org

Name:

Last

First

SUMMER READING GAME 2010 READING RECORD



Make a Splash—Read!

**GUILFORD FREE LIBRARY
203-453-8282**

www.guilfordfreelibrary.org

**Guilford Free Library and Guilford Public Schools
2010 SUMMER READING RECORD**

Guilford Free Library Summer Reading Game begins the day school is out, June 15th & ends the day school begins, September 2

<i>Name</i>	<i>Grade Entering</i>	<i>School</i>
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		

The Guilford Free Library and the Guilford Public Schools support summer reading. All books read for the Guilford Free Library *Make a Splash—Read!* Summer Reading Game count for all Guilford Public School summer reading assignments and any other reading programs that are offered. Please show this reading record to your teacher in the fall. Additional copies are available at the library & at www.guilfordfreelibrary.org