Activity Pack
Ages 10-13

From the Library, to you (we miss you!)
Warning: Contents may inspire creativity.

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piercecounty.overdrive.com/library/teens

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Erasure Poetry

What is erasure poetry?

According to the Academy of American Poets, “Erasure poetry, also known as blackout poetry, is a form of found poetry wherein a poet takes an existing text and erases, blacks out, or otherwise obscures a large portion of the text, creating a wholly new work from what remains.

Erasure poetry may be used as a means of collaboration, creating a new text from an old one and thereby starting a dialogue between the two, or as a means of confrontation, a challenge to a pre-existing text.”

We've provided you with some text pages to get you going. You can try:

- Crossing out all words that begin with a certain letter
- Crossing out all words over or under a certain amount of letters
- Leaving only the most interesting words
- Crossing out every fifth word (or fourth, or sixth, or tenth)
- Cross out words and letters to make a shape.
- Something completely different!

Remember, there's no wrong way to make a poem.

Don't be shy, use different colors, or stickers, or paint.

The only limit is your imagination!
Then a strange thing happened.

The house whirled around two or three times and rose slowly through the air. Dorothy felt as if she were going up in a balloon.

The north and south winds met where the house stood, and made it the exact center of the cyclone. In the middle of a cyclone the air is generally still, but the great pressure of the wind on every side of the house raised it up higher and higher, until it was at the very top of the cyclone; and there it remained and was carried miles and miles away as easily as you could carry a feather.

It was very dark, and the wind howled horribly around her, but Dorothy found she was riding quite easily. After the first few whirls around, and one other time when the house tipped badly, she felt as if she were being rocked gently, like a baby in a cradle.

Toto did not like it. He ran about the room, now here, now there, barking loudly; but Dorothy sat quite still on the floor and waited to see what would happen.

(From *The Wonderful Wizard of OZ* by L. Frank Baum)
You will rejoice to hear that no disaster has accompanied the commencement of an enterprise which you have regarded with such evil forebodings. I arrived here yesterday, and my first task is to assure my dear sister of my welfare and increasing confidence in the success of my undertaking.

I am already far north of London, and as I walk in the streets of Petersburgh, I feel a cold northern breeze play upon my cheeks, which braces my nerves and fills me with delight. Do you understand this feeling? This breeze, which has travelled from the regions towards which I am advancing, gives me a foretaste of those icy climes. Inspired by this wind of promise, my daydreams become more fervent and vivid. I try in vain to be persuaded that the pole is the seat of frost and desolation; it ever presents itself to my imagination as the region of beauty and delight. There, Margaret, the sun is for ever visible, its broad disk just skirting the horizon and diffusing a perpetual splendour. There—for with your leave, my sister, I will put some trust in preceding navigators—there snow and frost are banished; and, sailing over a calm sea, we may be wafted to a land surpassing in wonders and in beauty every region hitherto discovered on the habitable globe.

(From *Frankenstein; or, the Modern Prometheus* by Mary Shelley)
Number of Players: 10+
The game sets up a conflict between two groups: informed werewolves and uninformed villagers. At the start of the game, each player is secretly assigned a role affiliated with one of these teams.

The game has two alternating phases:
1. First, a night role, during which werewolves may covertly eliminate other players.
2. Second, a day role, in which surviving villagers debate the identities of other players and vote to eliminate a suspect.

The game continues until one faction eliminates another.

THE OBJECTIVE
Simply put, the objective of the game is for the werewolves to eliminate villagers, until they are the majority, or for the villagers to eliminate the entire werewolf pack. When one of those two things happens, the game is over.

For the sake of example, let’s say you have a group of 13 people in your living room. Roles must be assigned to each person in secret. There will be 3 werewolf, 1 detective, 1 doctor, 1 narrator, and 8 villagers. When you are assigned a role, do not tell anyone your identity. The game itself is divided into two phases: day and night. During the night, everyone keeps his or her eyes closed until the narrator "awakens" each role, beginning with the werewolves, then the doctor, then the detective.
The Roles

The Narrator keeps time rolling. The narrator does not officially participate in the game, but acts as a moderator. During the night, when all players have their eyes closed, the narrator awakens each role and asks them a question.

- For the werewolves, the question is: Who do you want to turn?
- For the doctor: Who do you want to save?
- For the detective: Who do you want to know about?

During the day, when everyone is awake, the narrator prompts players to nominate those they’d like to eliminate, a.k.a. those they think is a werewolf. The game repeats in phases from night to day, night to day, with one person eliminated in each phase (unless are saved at night by the doctor).

Werewolves consist of 3 people who find out each other’s identity in the first nighttime phase. While the other players are attempting to figure out who they are, the werewolves must lie throughout the entire game and act as though they are villagers. This is, in my opinion, the hardest role, since anyone who knows you well might be able to tell you are lying. The werewolves must strategize together during the day without giving themselves away. At night, when the werewolves awaken, they point silently to the player they’d like to turn. If all werewolves agree, the player is eliminate.

Villagers are attempting to figure out who is in the werewolf simply by talking it out, accusing, and seeing who is acting suspicious. As a villager, it’s best to use verbal/non-verbal cues and your gut to make alliances.

The Doctor is a villager role that, at each nighttime phase, can save a player he or she thinks the werewolf has eliminated. As mentioned earlier, if the doctor saves the right player, that player is brought back into the game. The doctor cannot save themselves.

The Detective is a villager role that, at each nighttime phase, can point to a player he or she thinks is a werewolf and the narrator will nod their head yes or no. This role is perhaps the most fun, because once the detective begins to find out the identities of players, they can begin to make alliances with true villagers and or persuade the group to eliminate true werewolves.
HOW TO PLAY

First Night: The narrator begins at night by telling all players to close their eyes. “Werewolves, wake up. See your fellow members,” she says. “Werewolves, go to sleep.” In the first round, this is all that happens.

First Day: Everyone opens their eyes and the games begin. You must just start accusing people out of nowhere. Who is acting shyer than usual? Who is talking a bit too much? Ask straight-forward questions about identities. Look people directly in the eye and ask them if they are a werewolf. Once a nomination to eliminate is made, someone must second it for the player to be seriously considered a werewolf. If you have two solid nominations, all players then vote to eliminate, majority wins. You can have as many nominations as you want, but you need a majority to eliminate. When a player is eliminated, they are no longer allowed to speak and their identity is not revealed.

Second Night: All players' eyes are closed and the narrator awakens the werewolves and asks who they want to eliminate. She then awakens the doctor for the first time and asks who they want to save. And then, she awakens the detective and asks who they want to know about.

Third Day: The narrator awakens all players and someone has been eliminated, unless the doctor has figured out who the werewolves had their sights on and saved this player. The game continues in these phases, day and night, day and night, until villagers eliminated all the werewolves or the werewolf pack outnumbered villagers.

Play instructions adapted from KQED.org

Medusa

Players: 5+
How to Play:
- Everyone put their heads down.
- Count down from three. Everyone looks up and looks at someone else in the circle. If you make eye contact with someone else, you're out.
- If the person you're looking at is looking at someone else, you're safe.
- Repeat until everyone is out.
Would You Rather? Balloon Stomp

Supplies: balloons, paper, pen

How to Play:
- Write *Would You Rather?* questions on slips of paper and put each one into a separate balloon before inflating.
- Turn on music! Bop balloons in the air. If you let one touch the floor, you have to pop it and answer the question inside.

Would You Rather?

Would you rather... fight 100 duck-sized horses or 1 horse-sized duck?

Would you rather... have bananas for fingers or bananas for toes?

Would you rather... go back to age 5 with everything you know now or know everything your future self will learn now?

Would you rather... be without elbows or without knees?

Would you rather... live one life that lasts 1000 years or live 10 lives that last 100 years each?

Would you rather... have to whisper all the time or shout all the time?

Would you rather... be able to talk to animals or know the history of any object you touch?

Would you rather... be born with an elephant trunk or a giraffe neck?
Guess the Sketch

Supplies: paper and pens (optional: timer, scarf or bandana)

How to Play:
The goal is to get your friend or your teammates to guess the picture you are trying to draw... with a few twists...

- Draw only with your non-dominant hand.
- Draw with your eyes covered with a scarf or bandana.

Sketch Ideas

<table>
<thead>
<tr>
<th>Bunny slippers</th>
<th>Science</th>
<th>Bicycle</th>
<th>Pinwheel</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unicorn</td>
<td>Skates</td>
<td>Toilet Paper</td>
<td>Electricity</td>
</tr>
<tr>
<td>Whisk</td>
<td>Swimming Pool</td>
<td>Jungle</td>
<td>Macaroni</td>
</tr>
<tr>
<td>Snowflake</td>
<td>Big toe</td>
<td>Submarine</td>
<td>Popcorn</td>
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<tr>
<td>Farm</td>
<td>Baby</td>
<td>Flamingo</td>
<td>Library</td>
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<tr>
<td>Doorknob</td>
<td>Queen</td>
<td>Mime</td>
<td>Zombie</td>
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<tr>
<td>Imagination</td>
<td>Scissors</td>
<td>Pancakes</td>
<td>Bubblegum</td>
</tr>
<tr>
<td>Skull</td>
<td>Firefighter</td>
<td>Video</td>
<td>Pillow Case</td>
</tr>
</tbody>
</table>
Art Games

Exquisite Corpse

Supplies: paper and pens
Players: 3+

How to Play:
Exquisite Corpse is a surrealist drawing game. Fold a paper into thirds. While the paper remains folded, one person starts by drawing the head of a creature at the top section of the paper, continuing just the tips of the bottom lines to the second part of the folded paper. The next person follows those lines to draw a body, making sure not to peek at the head. The third person continues with the legs and feet. The idea is that no one sees the other person's contribution, but only a starting point. Unfold to reveal your original creature.

Video Instructions Here: https://youtu.be/py_xXvJoYcQ

Variation:
Fold the paper into fourths or fifths.
- One person writes a statement on the top folded section.
- The next person interprets and represents that statement in a drawing.
- The next person views only the drawing and writes what they think the original statement was.
- From here, alternate drawing and writing until everyone has contributed.

Unfold for a surprising and hilarious reveal, like a game of Telephone alternating between pictures and words!
Art Challenges

Scribble Drawing

Player 1: Draw a simple scribble.
Player 2: Turn the scribble into a shape, animal, picture or scene.

Back to Back Drawing

Player 1: Draw or find a simple picture.
Player 2: A blank sheet of paper and a pencil.

Sit back to back. The person with the picture tries to describe the picture so that the other person can draw it, only giving verbal instructions on how to draw the picture in front of them. Compare Player 2's drawing with the original picture.

Tag @pclteens on Instagram to share!
Nine Men's Morris

Players: 2  
Start with an empty board. Players try to form 'mills'—three of their own pieces lined horizontally or vertically—allowing a player to remove an opponent's player from the game.

A player wins by reducing the opponent to two pieces (where they could no longer form mills and thus be unable to win), or by leaving them without a legal move.

The game proceeds in three phases:
1. Placing pieces on vacant points
2. Moving pieces to adjacent points (optional phase)
3. Moving pieces to any vacant point when the player has been reduced to three pieces

Phase 1: Placing pieces
The game begins with an empty board. The players determine who plays first, then take turns placing their pieces one per play on empty points. If a player is able to place three of their pieces on contiguous points in a straight line, vertically or horizontally, they have formed a mill and may remove one of their opponent's pieces from the board and the game, with the caveat that a piece in an opponent's mill can only be removed if no other pieces are available. After all pieces have been placed on the board, phase two begins.

Phase 2: Moving pieces
Players continue to alternate moves, this time moving a piece to an adjacent point. A piece may not "jump" another piece. Players continue to try to form mills and remove their opponent's pieces as in phase one. When one player has been reduced to three men, phase three begins.

Phase 3: Flying
When a player is reduced to three pieces, there is no longer a limitation on that player of moving to only adjacent points: The player's men may "fly" from any point to any vacant point.

Draw this game board to get started
Or play online at https://toytheater.com/nine-mens-morris/
Patience

Players: 1

Place one token in each square, leaving the middle square empty. The object of the game is to remove all the tokens except one.

To remove tokens, jump one token orthogonally (a cool word to impress your friends. It means you jump only at right angles. In other words, no diagonal jumps.) over another. The jumped token is removed from play. You can only jump over one token at a time.

The game is much trickier than the triangle peg game, so keep at it!

Try two gameboard designs for more challenge
Making Found Art

"A found object is a natural or man-made object, or fragment of an object, that is found... by an artist and kept because of some intrinsic interest the artist sees in it."
from Tate Museum, tate.org.uk/art/art-terms/f/found-object

MONOCHROMATIC ASSEMBLAGE

Pick one color. Take 15 minutes to find items or images that contain different shades and tones of that color. Try looking in your recycling bin or outside on the ground: you might find colored wrappers, bottle caps and containers, leaves, sticks, or string.

Arrange what you found on a surface, like a piece of paper or cardboard box. Try arranging your pieces:
- by texture
- by size
- by cool and warm tones
- in the order in which you found them
- by shape
- to form an outline

Which arrangement do you like best? What would you call this piece?

Louise Nevelson (1899-1988) was a Russian American artist known for monochromatic assemblages. Her work is the inspiration for this project.

Share what you make to our Instagram! @pciteens #pclsfoundart

Left: Royal Tide I (1960)
Above: Diminishing Reflection XXV (1966)
Images are from the Storm King Art Center, https://stormking.org/artist/louise-nevelson/
NATURE WEAVING

Weaving is a way to interlock many small pieces into one larger piece by moving pieces over and under. While clothing, blankets and other goods are made from woven thread, you can weave essentially any material. This project uses found materials to create a nature weaving.

Step One: Find four sticks. You could look in a park for fallen twigs, or use home materials such as popsicle sticks or cut cardboard. Glue or use yarn or twist ties to tie the four sticks to form a square. This is your loom: the frame for your weaving.

Step Two: Take a piece of string, ribbon or a strip of plastic cut from a plastic bag, and wrap it around the square frame.

Step Three: Go on a walk to collect natural items. Look for feathers, leaves, grass, dandelions, sticks and anything else that catches your eye.

Step Four: Take your first item and move it over the first string, then under the next, then over the next, then under, until you reach the end. With your next piece, do the opposite. Go under the first string, then over the next, and so on until the end of the row. This will create a tight weave to make sure your items stay put.

Keep adding found items using the same method. You can push pieces closer together or further apart to make a tighter or looser weave. Some pieces might extend past your loom edges, or only fill a little of the loom - it’s your choice!

Once you have a design that you like, your nature weaving is complete!
CUT PAPER COLLAGE

One basic form of found art is a cut paper collage. To make a collage, cut out colors, textures, words and images from magazines, newspapers and old junk mail, and glue them together. Here are some ideas and themes to get you started.

- Make a self-portrait using images and words that represent you.
- Design a dreamscape that is filled with different textures.
- Write a picture poem that tells a story in images.
- Draw an outline of something (a cat, a house, a shoe) and fill it with colors, shapes and textures that relate to it.... or are wildly different.

If you can't find anything to cut up, try printing out images from your own phone photos, or from public use sites (see below). Library card holders can print out 6 color pages a week for free through curbside service. Go to www.piercecountylibrary.org/services/printing-at-library.htm to learn how.

Collage pages & ideas: https://www.rookiemag.com/tag/collage-kit/
Old photos & prints: http://www.loc.gov/pictures/
Public photos open to all use: https://www.flickr.com/creativecommons/cc0-1.0/

GET STARTED: CUT UP THIS IMAGE FROM ROOKIE.COM
Ideas for stress, coping in the moment, being in your body and staying connected.

Honor your feelings
Support your body

TAKING CARE, SURVIVING, AND THRIVING

EMOTIONAL
PHYSICAL

SOCIAL
Nurture your relationships

SPATIAL
Curate your environment
<table>
<thead>
<tr>
<th><strong>SELF-CARE TIPS AND TOOLS</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>-Send mail and customize it!</td>
</tr>
<tr>
<td>-Decorate the front window/door to celebrate people you care about. Invite them to take a look.</td>
</tr>
<tr>
<td>-Schedule check-ins with friends or family. (Selfies or GIFs count!)</td>
</tr>
<tr>
<td>-Try a new way of connecting with your body</td>
</tr>
<tr>
<td>-Take breaks to stretch</td>
</tr>
<tr>
<td>-Have a 2 minute dance party to a favorite song</td>
</tr>
<tr>
<td>-Compliment yourself</td>
</tr>
<tr>
<td>-Create a calming playlist</td>
</tr>
<tr>
<td>-Build a meditation or targeted breathing routine.</td>
</tr>
<tr>
<td>-Organize your space in small ways, like your desktop or bookshelf.</td>
</tr>
<tr>
<td>-Take favorite things and put them where you can see them.</td>
</tr>
<tr>
<td>List your favorite places, locations that you feel safe, or places with positive memories and make a map.</td>
</tr>
</tbody>
</table>
Breathing:

Close your eyes. Begin breathing deeply to hear your breath. Feel how your breath moves your body. Notice the flow through your nose, in and out of your body. Try to feel the contact of the air on different parts of your skin.

Gradually breathe softer and let it flow naturally. Keep listening to its sound. Try not to listen to your thoughts; only to your breath.

Whenever you think of other things, come back to your breath.

Acupressure:

Hold your ear lobes between your thumb and forefinger. Slowly begin to massage your ear lobes with your fingers. Do this for one minute. Next, carefully and slowly pull on your ear lobes, working your massage towards the top of your ears and then back down to your ear lobes. Do this for one minute. As you do this, close your eyes and take in slow, deep belly breaths.
RESOURCES

Guided Meditations
https://tinyurl.com/y1wpzs8a
https://tinyurl.com/jk58rfd

Yoga/Breathing
https://tinyurl.com/y9wopf5z
https://tinyurl.com/yd32ug6q

Organizing
https://tinyurl.com/y1cz6nnl
https://tinyurl.com/yaulwgtm

Ideas for Mail
https://tinyurl.com/y1zoqo2r
https://tinyurl.com/yd8k9g4q
https://tinyurl.com/y1f27o45

Affirmations
https://tinyurl.com/y9lblqly

Complete the Practice Self Care activity on Beanstack!

Check out @pclsteens for #mentalhealthmondays on Instagram!
Check out these challenges from his new Grab the Mic video series. Watch the series here and follow along: https://guides.loc.gov/jason-reynolds/grab-the-mic/wrr

DIY Temporary Tattoos:

1. Gather materials:
   - Sharpie
   - Baby powder
   - Hairspray

2. Use your Sharpie to draw your design directly on the skin.

3. Rub baby powder on the tattoo.


5. Marvel at your new temporary tattoo.

Write the First Line of a Story

“I want you to write the first line, and it's got to be perfect. It's got to snap. I've got to be like, "Huh." I've got to be like, "I want to read more." Give us something juicy. Something that you would want to read.”
Imagine Write a Letter to Your Hero

Imagine Write a Letter to Your Past or Future Self
We're going to miss amusement parks this summer. Let's imagine our own.

Draw a new ride, a ride that you wish existed but doesn't...yet.
“The minute that you read one of my books, you and I are friends. We know each other. That means you know there’s somebody in the world who is thinking of you.”

Check out Jason Reynolds’s books on the Libby App

“Imagine that you have a remote control to control the world around you. Right.”

What would you turn up?

What would you turn down?

What would you mute?

What would you control with the push of a button?

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Draw a Book Cover
What is Cryptography?

Have you ever wanted to send a private message to a friend or classmate and ensure no one else could read it? Have you ever seen something written in code and wished that you knew what it said?

Cryptography is the art and study of writing and solving coded messages. In cryptography, a cipher is used to change a message into a coded one. It is used to keep information private from everyone except the sender and receiver — the only people who have the key. Cryptography can be used for everything from sending a note to a friend in class, to military tactics, to transmitting personal data over the internet, to hiding treasure. It’s also the science of breaking other people’s codes through math and smart guesswork... but that’s a little harder!

This kit will show you how to build a tool called a cipher wheel. Cipher wheels are used to encode messages with a Caesar shift cipher, in which the alphabet is shifted a certain number of spaces to swap letters and turn a message into code.

The Caesar shift cipher was originally used by Julius Caesar around 50 BC to protect important military secrets from his opponents.
INSTRUCTIONS

1. Cut out the two circle templates.
2. On the larger circle, write the alphabet around the edge in capital letters, with one letter in each space. On the smaller circle, do the same for the outer row, in lower case letters. Write numbers 1-26 on the inner row.
3. Lay the smaller circle on top of the big circle. Take a paperclip, brad, straw, pipe cleaner, bobby pin, or any other wire/stick and stick it through the center of the two circles. You now have a cipher wheel!
4. To encode a message, pick a number and move the inner wheel so that the number lines up with the "A" on the big wheel. For each letter of your message, locate it on the big wheel, then find the lower case letter underneath it on the small wheel.
5. To decode a message, turn the wheel so that the number that the sender has given you lines up with the big A. Find each letter of the message on the small wheel, and look to the big wheel to see which capital letter it represents. Make the same wheel for a friend so that you can exchange messages!

Plain Message
Coded Message

KEY: 

 Plain Message
 Coded Message

Coded Message (KEY: 9)
P M T T W

Plain Message

WANT TO KNOW MORE?

More cryptographic activities from Computer Science Unplugged:
https://classic.csunplugged.org/cryptographic-protocols/

Games and other types of ciphers on CryptoClub, a site from the University of Chicago:
https://www.cryptoclub.org/

A codebreaking game from National Geographic: