

Youth Summer Learning Challenge

How to Guide: Teen Version

Step 1: Sign-up online or at the Library

- Make sure you are signing up under the Teen category. You will be using the grade you will be entering in the Fall. When signing up, teens will receive prizes. If you sign-up online, you will be given your prizes next time you stop in the library to log your learning.

Step 2: Grab a Summer Learning Log

- Each age category will have their own summer learning log. This will help teens keep track of the learning they do throughout the summer. There is a separate section for all 3 learning objectives (reading, discovering, and creating). Starting Monday, June 10, teens can bring their learning logs back to the library to record their Summer Learning. The log does not have to be completely filled up for you to return to the library and log your learning. We will have a permanent log here for you to mark your learning on. You may stop by the Youth Desk any time the library is open to log your summer learning. Library staff will assist you. There is no set number of times you must stop in to the library to log your learning. It is completely whenever you have a chance to stop by the library.

Step 3: Understanding What You're Tracking

- Teens will be tracking 3 specific types of learning through the summer.
 - Read: This is anything that you read throughout the summer. They do NOT have to be library books. Graphic novels, chapter books, picture books, magazines, etc. all count toward the summer program. Any reading they have to do for summer school also count! **The reading you do will be tracked in minutes/hours.**
 - Discover: This is the new experiences you have over summer. Some examples of activities include going to the zoo, traveling somewhere new with family and friends, looking at the stars at night, attending a library program. **The Discover activities will be counted in days. The most you can log for this category is 62 days as that's how long the program runs.** So if you visit the zoo and try a new type of food all in one day, it would only count as 1 discover activity since it's all in the same day.
 - Create: This is anything you create over the summer. Activities can include drawing/coloring, building something, coding on the computer, checking out a STEAM kit at the library, or attending a library craft program. **The Create activities will be counted in days. The most you can log for this category is 62 days as that's how long the program runs.** If you draw 6 designs in one day, it would NOT count as 6 create activities, but rather 1 as all 6 activities were done in the same day.
- Teens will also have goals in each learning category that they will be working to reach by the end of the summer. Once teens have completed all 3 of the following goals, they will automatically receive certain prizes. They can continue tracking their learning in each category after they have reached their goals.
 - Read Goal: 720 minutes
 - Discover Goal: 4 days
 - Create Goal: 4 days

Step 4: Prizes & Prize Tickets

- There are multiple prize drawings throughout the summer. Teens will have 2 reading prize drawings throughout the summer. Every time you read 2 hours, you will get a ticket to put toward the teen reading prizes. For every 4 discovers and/or every 4 creates you will get a ticket to put toward the Teen Tech Prizes. These are technology related prizes we will be drawing at the end of the summer. Tickets will be issued by library staff when a teen logs their learning.

Have additional questions?

Call us at 262-673-8240 or stop by the Youth Desk!

