

level up
**BONUS
GAME**

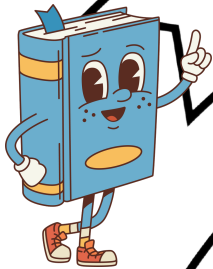
SUMMER READING CLUB

- donate books to Plenty's Little Book Libraries
- donate books to the Public Library
- attend an author event at Plenty
- attend Booked & Unplugged
- go on an audiobook walk
- participate in a book club (any)
- visit the Public Library
- loan a book to a friend
- post about summer reading and tag us @plentybookshop
- join Walls of Books' summer reading program
- gift a book to someone
- read at least 20 minutes (1x/day)
- read with a cup of tea or coffee at Plenty

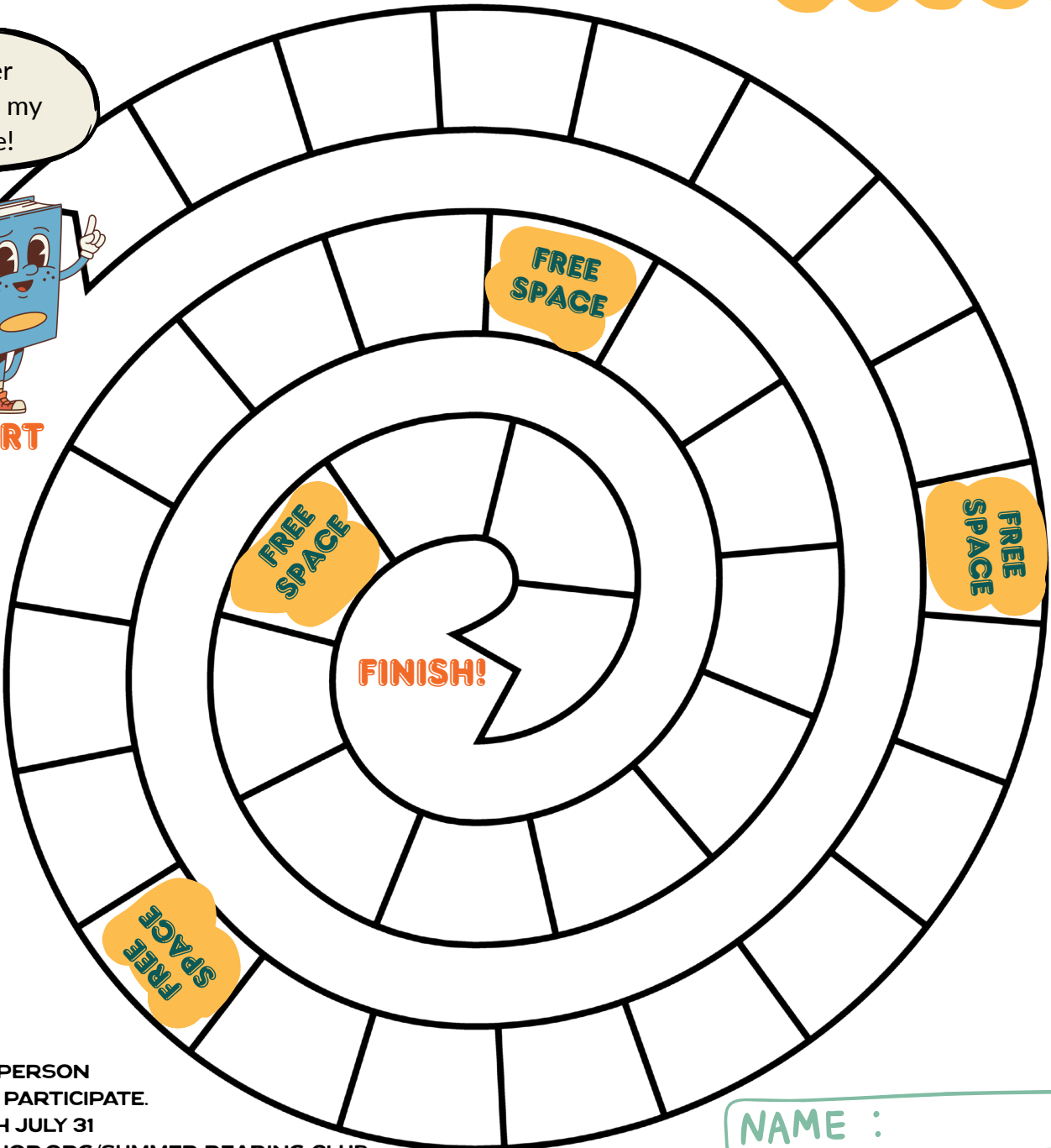
PLAY FOR MORE PRIZES!

DO AN ACTIVITY LISTED IN THE BOX. THEN COLOR IN A SQUARE ON THE GAME BOARD. AND REPEAT! CONTINUE UNTIL YOU'VE COLORED EVERY SQUARE. TURN IN YOUR COMPLETED GAME BOARD TO RECEIVE A SUMMER READING CLUB PRIZE PACK AT PLENTY!

summer reading is my favorite!



START



FINISH!

LIMIT ONE PER PERSON
MUST BE 13+ TO PARTICIPATE.
VALID THROUGH JULY 31
PLENTYBOOKSHOP.ORG/SUMMER-READING-CLUB

NAME : _____

PLENTY fortune teller: SUMMER READING CLUB EDITION



PLENTY DOWNTOWN BOOKSHOP



A diamond-shaped fortune teller divided into eight numbered sections (1-8) with various prompts. The center features a large watermark logo for the Summer Reading Club and Plenty Bookshop.

1 A BOOKSELLER REC.

2 SOMETHING HISTORIC

3 A BEACH SETTING

4 SET IN A PLACE MADE-UP

5 RED ON THE COVER

6 JUDGE A BOOK BY ITS COVER

7 FOOD-RELATED

8 A TENNESSEE AUTHOR

WHAT

SHOULD

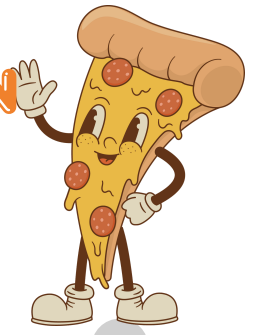
?MON

READ

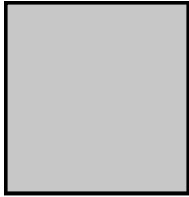
SUMMER READING CLUB
PLENTY BOOKSHOP

FORTUNE TELLER

SUMMER READING CLUB EDITION

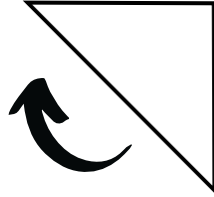


1



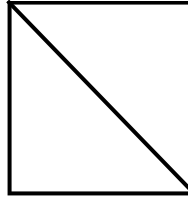
Cut out the square, lay flat on a table with the writing up.

2



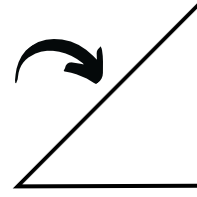
Fold the square in half to create a triangle. The writing should be on the inside.

3



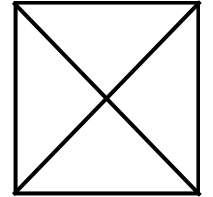
Unfold so the writing is face up.

4



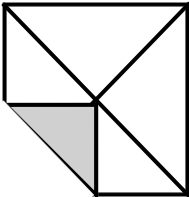
Fold the opposite corner down, the writing should be inside.

5



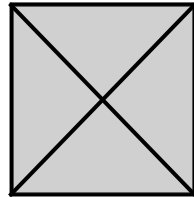
Unfold, the writing should be face down.

6



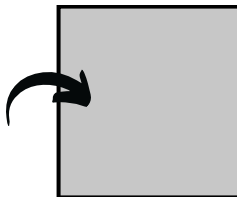
Fold all 4 corners...

7



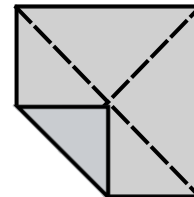
into the center. The writing should now be on the outside.

8



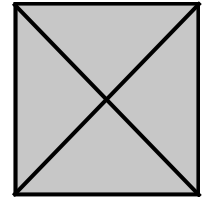
flip the entire square over, there will be writing on this side too!

9



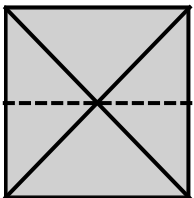
fold all 4 corners...

10



into the center.

11



fold in half the numbers should be inside..

12



Insert fingers into flaps, push all 4 corners into the center to create the cootie catcher!

HOW TO USE A FORTUNE TELLER:

1. Have your player choose one of the top four squares.
2. Spell out the word that was chosen, for example D-O-G opening and closing the fortune teller along with the letters. Open up and down, and side to side.
3. When you've stopped opening and closing, the player should be looking at the inside of your fortune teller. They have to choose one of the flaps with a number. You then open and close the fortune teller the right number of times.
4. When done with that, he has to pick one of the panels, flip up the chosen panel and read the fortune underneath.



make your own fortune teller:

SUMMER READING CLUB EDITION



PLENTY DOWNTOWN BOOKSHOP



A large diamond-shaped fortune teller template with a central circular logo. The logo contains the text "SUMMER READING CLUB" and "PLENTY BOOKSHOP" around a central graphic of an open book and a pencil. The diamond is divided into eight triangular sections by lines from the center to each vertex and by lines connecting the midpoints of opposite sides. The sections are numbered 1 through 8. Four colored rectangular boxes are attached to the sides of the diamond:

- Top-left (orange): **WHAT**
- Top-right (green): **SHOULD**
- Bottom-left (orange): **NOW?**
- Bottom-right (teal): **READ**

The numbers 1 through 8 are placed in the following positions:

- 1: Top-left triangle
- 2: Top-right triangle
- 3: Right triangle (midpoint to top-right vertex)
- 4: Bottom-right triangle
- 5: Bottom-right triangle (midpoint to bottom-right vertex)
- 6: Bottom-left triangle
- 7: Bottom-left triangle (midpoint to bottom-left vertex)
- 8: Left triangle (midpoint to left vertex)