

Dake Library Programs

Book Bucks

Book bucks is a reading incentive program in which students receive one book buck for every one-hundred pages read. An account is created for each student who participates to track their pages. For example, if a student reads a book with 350 pages, they will be credited with three book bucks and the remaining fifty pages will be added to their account toward the pages of the next book they read. Student standings are posted each week listing the number of book bucks each participant has.

Book bucks are accumulated from July 1st 2021 to February 17th, 2022. In early March an auction will be held where students may use their book bucks to bid on hundreds of different items. From laptop computers to bags of candy, donations from Dake staff, parents, community members, and local businesses are collected to auction-off to students.

To participate in the program, students read or listen to a book, then fill out a book bucks form located in Schoology in the Dake library course in the Book Bucks folder. A book bucks account is created for students when their first forms are submitted. Students need to earn a minimum of ten book bucks to attend the auction.

Monthly deadlines for submitting forms may be found in the Dake library Schoology course, along with additional information.

Scary Story Contest

Every autumn the library sponsors a scary story contest. All students are invited to participate. A guideline and rubric for students to use is located on the Dake library Schoology course. Stories are due October 13th. Winners will be announced October 29th.

First prize is a \$25 VISA gift card
Second prize is a \$10 Amazon gift card
Third prize is a \$5 Dunkin Donuts gift card

Makerspace

The Dake library Makerspace is ongoing. It is a spot in the library where students are invited to come and create. Students may use the Makerspace during study halls or after school. Project ideas often arise from students. Those students research videos and instructions then create directions for other students to use to complete the project.

In the past, students have finger-knitted hats and scarves, painted Ball jars to be used for holiday cake jars, created a variety of greeting cards, painted watercolor Mandalas, sewed hand-made pillows and so much more.

Currently, students are designing stickers for water bottles using a Cricut machine. Students may create their own designs and use the Cricut to cut them out. Water bottles are provided for those who need them.

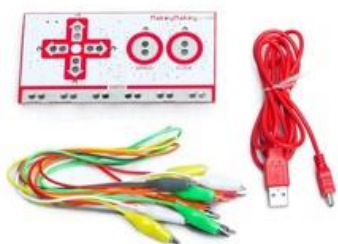
Dake Library Programs

S.T.E.A.M. and Coding Club

S.T.E.A.M. and Coding Club will work jointly this year. S.T.E.A.M. stands for Science, Technology, Engineering, Art, Mathematics.

Students who participate in S.T.E.A.M. club may perform science experiments, learn simple coding using **Makey Makey** and **micro:bits** to practice their skills, build robots, and engage in various art projects.

The **Makey Makey** is an electronic invention kit for all ages!



It allows students to take everyday objects and combine them with the Internet. Using conductive material, they can control the keyboard of their computers, such as the space bar, arrow keys and left click of the mouse. When they are ready, the back of the Makey Makey allows them to key map even more keys.

The BBC **micro:bit** is a pocket-sized computer that introduces students to how



software and hardware work together. It has an LED light display, buttons, sensors and many input/output features that you can program and physically interact with.

Students may join S.T.E.A.M. club any time throughout the year, however, we will begin meeting weekly on Thursdays after school in the library.

Interested students may sign up in the library.

Book Club

Students who enjoy reading and discussing books may participate in book club!

Book clubs usually meet once a month at an agreed upon time by the group members. They may meet during lunch periods, before or after school, outside of school, or virtually through TEAMS.

Members of the club vote on books to read, the library obtains copies for each member, and a reading schedule and discussion date is set up.

Students provide their thoughts and opinions. Refreshments are always made available. It is a fun and relaxing way to meet others who share a love of books.

Students may sign up in the library.

Muscle Math

A weekly math challenge available in the library.

Students complete the problem and submit it to the library.

Those who submit an answer showing their work may select a prize from the candy cauldron (whether the answer is correct, or not)!

All correct answers will go into a monthly drawing for a \$10 gift card to the business of the winner's choice.

Dake Library Programs

Humaniteasers

Each week the library will provide brief reading passages from all subject areas followed by FIVE comprehension questions.

Students who answer all five questions may choose something from the candy cauldron.

Students who answer all five questions correctly may choose something from the candy cauldron AND their names will go into a monthly drawing for a \$10 gift card to the business of their choice.

Free Book Fridays

Every Friday a cart of books will be put in the hallway outside the library for students to take.

The books have either been weeded from the library collection or have been donated.

If you have any age-appropriate books to share we would gladly offer them to our students.

Library Assistants

Students who have study halls are welcome to fill out applications for volunteering in the library. They will be responsible for working at the circulation desk checking books in and out, helping students with makerspace activities, running errands, and doing a variety of other odd jobs. If interested, applications are available in the library.