



Shrewsbury Public Library Summer Reading

# ***Summer Quest: Through the Genres***

June 29th - August 28th  
An adventure for kids of all ages!

***Travel the World of Stories with your  
imagination as your guide!***

# ***How to Play***

Welcome to Summer 2020 and the Summer Reading Quest through the Shrewsbury Public Library. We are so excited you have decided to go on this journey with us!

Here's how to play:

- Follow the prompts. Each week adventurers will travel to a different themed world each full of challenges. You can choose to:
  - Do one challenge per day
  - Do multiple challenges in a day
  - Skip around to different challenges on your own schedule
  - Skip a challenge completely by reading 20 minutes.
- After you complete a challenge, you gain an ability. Each challenge ability is located under the challenge's number.
  - Mark off one star on the Skill Tracker sheet for each ability you earn.
  - Keep track of how many you earn in a week, because that will help you win prizes!
- Post a picture, video, or document of your completed challenge on our [Summer Reading Padlet](#) to show off your completed deeds.
  - When posting to the Padlet, please include your *first name and last initial* along with the completed challenge number in the title area (example: Mikayla P. - challenge #10).
- There is an extra bonus at the end of each week. These can be items to add to your character sheet (like a pet or shield), they could improve your abilities by adding more stars of your choice, or even earn you an extra raffle ticket.
- Every week submit [THIS FORM](#) to be entered to win prizes. The form will ask for the child's name, email, phone number, how many challenges they have completed this week, and their preference of prizes.
  - The amount of challenges you complete in a week equals the amount of chances you have to win prizes. (Example: Complete 4 challenges and you are entered to win 4 times.)
- Have fun, be creative, and good luck on the quest, Adventurer!

# ***Note to Parents***

This summer kids of all ages will have the opportunity to delve deep into their imaginations, learn about favorite literary characters, and develop important skills all while having fun. Here are a few helpful hints and things to know while your child is doing the quest.

- This challenge was created with kids of all ages in mind from preschool through sixth grade. Librarians worked hard choosing activities that could be adapted and done at any age, however there will be some challenges that may not work with your child. Please feel free to supplement or tweak any activity you wish.
- Any challenge can be skipped by reading for 20 minutes. Your kiddo isn't into the nature scavenger hunt? No worries! They can earn that ability by reading or listening to a book, audiobook, or magazine. Any reading is great reading!
- If you would like, please share what your child has created on our [Summer Reading Padlet](#). We would love to have a sense of community engagement and this will be our main forum for sharing what children create. We ask that with your post you include your child's first name and last initial, and the Challenge # they completed.
- Regularly check our [Summer Reading Facebook](#) page for more information about each week's genre including suggested books, additional fun activities, and community engagement opportunities.
- Our goal is to create a stress-free, easy-to-navigate program that is fun to do. If your child isn't interested in a particular challenge, wants to jump around the quest and not go in order, or wants to redo an activity, that is perfectly fine! We just want everyone to have fun.
- We want to reward your children for participating in the program. Please help them navigate [this form](#) so they are entered into our weekly prize drawing. If you find it more convenient, feel free to call the library at 508-841-8533 and we will help you.
- And if you have any questions, please email the Shrewsbury Children's Librarians at [splkids@cwmares.org](mailto:splkids@cwmares.org), or call us at 508-841-8533.

# ***Welcome to the World of Stories...***

Hello Adventurer!

Thank you for rallying to our cry! The World of Stories is falling apart and we need YOU to help save it. This summer you will journey through the lands of different genres, learning of the tales and stories they contain. While you travel in the shoes of an adventurer of your creation, you will come across a series of challenges. As you complete them, pages of the World of Stories will be healed and you will earn abilities for your adventurer, including a special bonus after each world is healed.

Who am I? Oh, my name is Yavannah Orlek. I am a rock gnome who will help guide you on your quest. Here are the scrolls you'll need to complete your adventures. Luckily, I managed to tinker around and made a special way you can communicate with us. Find us on [Facebook](#) and on [Padlet](#) to share your different completed adventure challenges. While I'm sure your character will love all the leveling up they'll do, I heard that you, player, like prizes as well. Every week submit [this form](#) to be entered to win prizes. You will be granted one chance to win for every completed challenge. Three winners will be picked every week.

We, in the World of Stories, are so grateful that you are here to help! Continue on brave Adventurer!

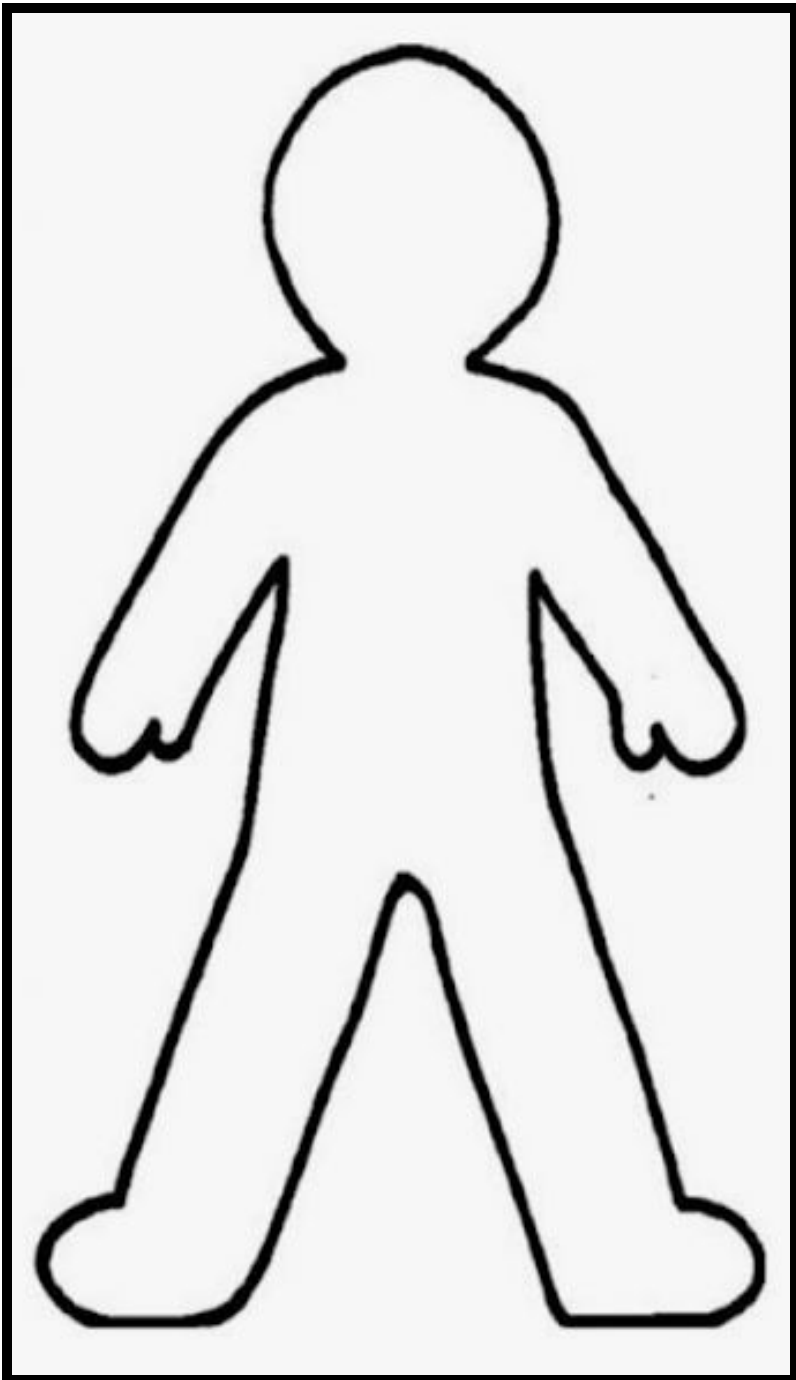
## Building your Character

Week 1 is all about creating your Adventurer. Be sure to read the challenges to help you fill in the My Adventurer Sheet (page 5). You can be more creative than just the suggestions on the sheet! Be sure to keep it somewhere safe. On the following sheet (page 6), you'll color in stars as you gain more skills through the adventure.

Once you fill in your adventurer sheet, you can add a star in each category that matches your adventurer's characteristics. Perhaps they like to adventure outside, add 1 to dexterity, or they enjoy helping friends so add 1 to Wisdom. Every character will have a different starting amount of stars, and that's ok, we're all different! For each challenge you complete throughout the weeks, you'll earn a star to add to the specific skill!

Think about all types of characters you might want to be! Who says you even have to be human?! My name, Yavannah Ograd, is after a character in a book and the last name means garden in a different language. I'm a rock gnome so I'm short, but smart! I love learning new things and building tiny contraptions. Those would give me +1 to Intelligence and +1 to Dexterity to start with! Have fun, and don't stress!

# ***My Adventurer***



Name:

Strengths:

Weaknesses:

Likes:

Dislikes:

Home/Lair:

Items Earned:

# Skill Tracker

<p><b>Strength</b> (Physical Power)</p> <p>☆ ☆ ☆ ☆</p> <p>☆ ☆ ☆ ☆</p> <p>☆ ☆ ☆ ☆</p> <p>☆ ☆ ☆ ☆</p>	<p><b>Dexterity</b> (Agility)</p> <p>☆ ☆ ☆ ☆</p> <p>☆ ☆ ☆ ☆</p> <p>☆ ☆ ☆ ☆</p> <p>☆ ☆ ☆ ☆</p>	<p><b>Constitution</b> (Endurance)</p> <p>☆ ☆ ☆ ☆</p> <p>☆ ☆ ☆ ☆</p> <p>☆ ☆ ☆ ☆</p> <p>☆ ☆ ☆ ☆</p>
<p><b>Wisdom</b> (Perception &amp; Insight)</p> <p>☆ ☆ ☆ ☆</p> <p>☆ ☆ ☆ ☆</p> <p>☆ ☆ ☆ ☆</p> <p>☆ ☆ ☆ ☆</p>	<p><b>Intelligence</b> (Reasoning &amp; Memory)</p> <p>☆ ☆ ☆ ☆</p> <p>☆ ☆ ☆ ☆</p> <p>☆ ☆ ☆ ☆</p> <p>☆ ☆ ☆ ☆</p>	<p><b>Charisma</b> (Force of Personality)</p> <p>☆ ☆ ☆ ☆</p> <p>☆ ☆ ☆ ☆</p> <p>☆ ☆ ☆ ☆</p> <p>☆ ☆ ☆ ☆</p>

## Quest June 29th - July 3rd

### Who Are You, Adventurer?

<p><b>Challenge #1</b></p> <p><b>+1 Strength</b></p>	<p><i>What do you look like in the World of Stories? Are you a witch? Are you an alien from outer space? Maybe you are human or a fairy?</i></p> <p>Create an image of your character. You can draw a picture, sculpt it out of playdough, write a detailed description, or sketch it outside using chalk. Don't forget to make a quick drawing of your adventurer on the character sheet!</p>
<p><b>Challenge #2</b></p> <p><b>+1 Dexterity</b></p>	<p><i>Where do you live? Do you love the sunshine, or does the warm air make your skin crawl? Are you a sea dweller or do you love the snowy mountains?</i></p> <p>Build your character's home/lair. Use recyclable materials, create with Legos, or find supplies in nature. Jot down what you came up with on the character sheet.</p>
<p><b>Challenge #3</b></p> <p><b>+1 Intelligence</b></p>	<p><i>What makes your adventurer unique? Are you someone who can talk to animals? Maybe your love for your little sister keeps you on a safe path? Or perhaps your hatred for spiders drives you wild?!</i></p> <p>Write about your character's personality. What do they love? What drives them mad? Take a moment and reflect on their strengths and maybe even their weaknesses. Write your likes and dislikes on the character sheet too.</p>
<p><b>Challenge #4</b></p> <p><b>+1 Constitution</b></p>	<p><i>Now that you have an understanding of the adventurer you are, it's time to explore the world.</i></p> <p>Take a walk in your character's shoes. Walk around your home, outside, or somewhere else with your family. When you pretend you are your character, do you see the world differently? Feel free to write it down or draw your experience.</p>
<p><b>Challenge #5</b></p> <p><b>+1 Charisma</b></p>	<p><i>During your world exploration, you come across a new neighbor. They want to know more about you.</i></p> <p>Share your character with someone at home. Ask them to interview you as your character and have fun answering the questions.</p>

**This week you can earn:** A healing Potion. Include this as an extra challenge you've completed on [the prize entry form](#). You can only use this once during the Summer Quest.

***As you close your eyes and imagine your character, wind blows around you and you feel yourself transform into your character. Suddenly, the world drops under your feet and you fall into the Land of Stories! Your quest has begun!***

## Quest July 6th - July 10th

### Tales of Folktopia

<p><b>Challenge #6</b></p> <p><b>+1 Wisdom</b></p>	<p><i>You finally stop falling and can feel the earth underneath your feet. You slowly open your eyes and see the new world around you, Folktopia. It's time to explore this strange new world.</i></p> <p>Paul Bunyan spent a lot of time outdoors. Put on those sneakers and go on a <a href="#">nature scavenger hunt!</a></p>
<p><b>Challenge #7</b></p> <p><b>+1 Intelligence</b></p>	<p><i>As you continue on your exploration, you come across Vikram and Betal. Betal is challenging Vikram to a riddle, who is having a hard time solving it. Can you help Vikram solve the riddle?</i></p> <p>You are throwing a Birthday Party. To avoid uninvited guests, you decide to set a password. An uninvited guest waited by the door and listened. A guest knocked on the door and the doorman said, "Twelve". The guest replied, "Six" and was let in. A second guest came to the door and the doorman said, "Six". The guest replied, "Three" and was let in. The uninvited guest smiled and walked up to the door. The doorman said, "Sixteen". The uninvited guest replied happily, "Eight" but was NOT let in. Why? What is the correct password?</p> <p><i>Hint: The solution is in the challenge.</i></p> <p>If you want an extra challenge, write your own riddle and tell it to someone at home.</p>
<p><b>Challenge #8</b></p> <p><b>+1 Dexterity</b></p>	<p><i>Woah! That riddle was tricky and you have built up a serious appetite. As you keep walking through Folktopia, you come across <a href="#">Tony's Bakery</a>. You stop in for a delicious piece of panettone.</i></p> <p>You've been inspired by Tony and his love for bread and his daughter, so now it's time to <a href="#">bake something sweet</a> with your family!</p>
<p><b>Challenge #9</b></p> <p><b>+1 Wisdom</b></p>	<p><i>After your sweet treat, you continue exploring and come across a boy named Nicki who is searching for his lost <a href="#">mitten</a>. He is very upset because he promised his grandmother he would not lose the mitten. You calm him down and promise to help him find it.</i></p> <p>Have you ever done something after you promised you wouldn't? What happened? Write, draw a picture, or talk to someone at home about the experience and how it made you feel.</p>



<p><b>Challenge #10</b></p> <p><b>+1 Constitution</b></p>	<p><i>On your journey through Folktopia you come across a beautiful apple orchard. There you meet a boy named Johnny Appleseed who challenges you to an apple stacking competition!</i></p> <p>Johnny Appleseed sure loves apples. Can you complete the <a href="#">Minute to Win It - Apple Stack Challenge</a>?!</p>
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**This week you can earn:** A bag your character will use to hold different items. Draw the bag on your character. What kind of bag would your character have? Use it to hold one of those apples that Johnny Appleseed gave you.

*Johnny Appleseed is impressed with your skill. As he steps aside, he reveals a large cavity in a tree. He tells you to walk through, as your next adventure awaits on the other side.*

**Quest July 13th - July 17th**  
**Drawn into Comic City**

<p><b>Challenge #11</b></p> <p><b>+1 Strength</b></p>	<p><i>From Johnny Appleseed's apple tree, you emerge from the gritty subway into the bright lights and "Big Apple" cityscape of the superheroes' domain. Look...Up there! Is it a bird? A plane? No...It's Superman! As a sidekick, you are responsible for helping our caped crusader. There's word about town that a certain villain is stockpiling kryptonite to disable Superman. It's time to spring into action...Pow!</i></p> <p>Superman's weakness is kryptonite. Sneak into the villain's lair and replace the real kryptonite with a fake <a href="#">DIY Kryptonite Slime</a> or do a <i>Kryptonite Scavenger Hunt</i> (find 10 green things in your yard or house). If the villain returns before you can get out of there, use your <a href="#">Superhero Pool Noodle Pom Pom Shooter</a> to battle the villain and escape.</p>
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<p><b>Challenge #12</b></p> <p><b>+1 Wisdom</b></p>	<p><i>You managed to replace the real kryptonite and escape without being caught, although you did have to fight off the villain's goons. What about next time? How will you know if you are facing friend or foe?</i></p> <p>Being able to identify "good guys" vs. "bad guys" is a super strength. Practice drawing superheroes, villains, etc. so you can easily tell the difference when you are out there helping to save the world! Choose at least one of the following: <a href="#">Make your own Flip-Book</a> or <a href="#">How to Draw Groot</a> or <a href="#">"Who Was Series" Make Your Own Comic</a> or <a href="#">How to Draw Captain Underpants</a>.</p>
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<p><b>Challenge #13</b></p> <p><b>+1 Intelligence</b></p>	<p><i>It's time to return to Superhero Headquarters in a secret location in the city. Most superheroes and sidekicks have secret identities, too. Back at headquarters you can assume your regular identity as a journalist for the City Chronicles. Time to get some work done for your "day job"!</i></p> <p>Superheroes usually have an "origin story" that tells how they became a superhero - sometimes by accident, other times by design. Write an origin story about a superhero or, perhaps...a supervillain or sidekick! Check out this article to learn more: <a href="#">Plot Elements in Superhero Fiction</a>, then use these <a href="#">Superhero Themed Writing Prompts</a> to write your story.</p>
<p><b>Challenge #14</b></p> <p><b>+1 Constitution</b></p>	<p><i>You've been sitting at your typewriter for a long time writing; you need a break! Balance in life is important. Working out creates strength in your body, but it also helps with brain power too!</i></p> <p>Superhero poses create powerful energy. Learn how to pose and increase your confidence and positive impact with these <a href="#">Mindfulness Games</a>. Once you have mastered your pose, complete any or all of these workouts <a href="#">Superhero Kids Workout</a> or <a href="#">Train Like a Superhero</a> or <a href="#">Spider Power Yoga</a> (A cape is optional, but highly recommended!)</p>
<p><b>Challenge #15</b></p> <p><b>+1 Intelligence</b></p>	<p><i>Your workout is interrupted! A call is coming in on the Headquarters Communication Hub. A villain is threatening to destroy the Gotham City Library.</i></p> <p>You can help protect the library by reading any book related to Superheroes, Comics, or Graphic Novels. This includes fiction, non-fiction (maybe a <a href="#">biography of Stan Lee</a>??) Check out this <a href="#">list of book suggestions</a>.</p>

**This week you can earn:** A shield for your adventurer! Add a shield of your own design to your character page.

***As the villain goes to attack the library, you step out from its great doors and stand firm in opposition. They turn their eyes upon you, and unleash their wrath. Little did they know that you were studying...***



## Quest July 20th - July 24th Floating to Infinity and Beyond

<p><b>Challenge #16</b></p> <p><b>+1 Dexterity</b></p>	<p><i>It just so happened that you grabbed your handy, dandy lightsaber (you never know when you may need it) when you set out to the library to go study for your astronomy test. After defeating the villain with your lightsaber, you travel into intergalactic space to see if you can be of any help there.</i></p> <p>In the story, <a href="#">Star Wars The Force Awakens</a>, Princess Leia is looking for her brother Luke Skywalker. Create your own <a href="#">Star Wars Shadow Puppets</a> to help Princess Leia with her mission to find her brother.</p>
<p><b>Challenge #17</b></p> <p><b>+1 Strength</b></p>	<p><i>Mission Complete! After your exhausting journey to intergalactic space, it's time to head back to your lunar base to learn what it's like to be an astronaut on the space shuttle.</i></p> <p>Little Meteor, the mouse, trains hard to be an astronaut on board the space shuttle in the story <a href="#">Mousetronaut</a>. How do the astronauts stay fit on the space shuttle? Here's an <a href="#">Astronaut workout</a> you can try.</p>
<p><b>Challenge #18</b></p> <p><b>+1 Wisdom</b></p>	<p><i>You have gained strength from your workout and now you must combine it with your wisdom to succeed in the next challenge of your journey.</i></p> <p>Gork's satellite home wasn't strong enough to keep Gork safe from the Big Bad Robot in the story <a href="#">The Three Little Aliens and the Big Bad Robot</a>. Can you <a href="#">build a satellite</a> strong enough to withstand the strength of the Big Bad Robot?</p>
<p><b>Challenge #19</b></p> <p><b>+1 Constitution</b></p>	<p><i>Have you ever wanted to travel to Mars? Hop on your self-created satellite to race against the Space Shuttle for its trip to Mars.</i></p> <p>Listen to another Storytime from Space adventure of Little Meteor, in <a href="#">Moustronaut Goes to Mars</a>, as he sneaks on to the Space Shuttle. Do you want to learn more about what Little Meteor could see from the Space Shuttle? Sit outside and gaze at the night sky using one of these apps: <a href="#">Star Walk Kids</a>, <a href="#">Skyview Lite for Apple</a>, <a href="#">Skyview Lite for Android</a>, <a href="#">NASA</a></p>
<p><b>Challenge #20</b></p> <p><b>+1 Charisma</b></p>	<p><i>After gazing at the night sky, you feel inspired to create your own story that takes place in outer space. Find out what inspired the author, Ben Hatke, to write one of his books.</i></p> <p>A young girl interviews <a href="#">Ben Hatke</a> about writing the book <a href="#">Zita the Spacegirl</a>. Create your own sci-fi story using one of these <a href="#">sci-fi-writing-prompts-for-kids</a>.</p>

**This week you can earn:** A powerful tool to help you in battle. What would you choose? Add your powerful tool to your character sheet.

*Gazing at the sea of stars, it feels like you're being pulled up into the night sky against gravity. Faster and faster you go until you see a swirling mass in front of you. Suddenly, dark envelopes you as you get sucked into a black hole.*

## Quest July 27th - July 31st A Magical Place for Muggles Who Believe

<p><b>Challenge #21</b></p> <p><b>+1 Dexterity</b></p>	<p><i>You've ended up in a mountain cave right in front of a slumbering dragon's hot nostrils! Shh..quietly back away. Behind you is a pile of the stolen treasure you were seeking. Find the rainbow amulet and get out of the cave before you wake her up...she's a mean one!</i></p> <p>Make an <a href="#">Origami Dragon Eye</a>.</p>
<p><b>Challenge #22</b></p> <p><b>+1 Charisma</b></p>	<p><i>The amulet is yours! Whew...you barely escaped after waking the dragon when you knocked over that golden lamp. The dragon's fire breath has scorched your tunic and weakened your magic.</i></p> <p>Learn some Muggle <a href="#">Magic Tricks</a> and perform them for a family member, friend, or neighbor. Record a video of your magic show!</p>
<p><b>Challenge #23</b></p> <p><b>+1 Intelligence</b></p>	<p><i>There's a tavern up ahead and you decide to stop in and take a rest before moving on. Every amazing adventure is a story waiting to be shared. Listen or tell a story to another traveler in the tavern.</i></p> <p>Check out these fantasy/magic-themed <a href="#">Story Cubes</a> or <a href="#">Storytelling Rocks</a>. Use them to make up a story that you write down. Or...you can also play with others, taking turns making up the story as you go along. Use these <a href="#">Fantasy Writing Prompts</a> if you need more inspiration.</p>
<p><b>Challenge #24</b></p> <p><b>+1 Intelligence</b></p>	<p><i>The rainbow amulet is finally safe! According to the research you did, this amulet holds great power. It should not be used by a beginner, since it could easily fall into the wrong hands. You decide to put it in a drawstring pouch and hide it under the floorboards of your room for now.</i></p> <p>Every witch or wizard needs to study and practice their magic to get better. Magic School is in session and Potions Class has begun. Hurry to your seat! Lessons today include: <a href="#">Harry Potter Potion Slime Making</a> and <a href="#">Invisible Ink</a>. Homework for after class: <a href="#">Amazing Science Tricks</a></p>

<p><b>Challenge #25</b></p> <p><b>+1 Wisdom</b></p>	<p><i>You've worked hard and studied hard, now it's time for entertainment! The library is a fun and magical place you can access from almost anywhere, anytime.</i></p> <p>Family Movie Night! First, read or listen to a fantasy/magic themed book together as a family. After, watch the movie that was made from the book. Compare the two! What was the same? Different? Which did you like better? Did the characters or scenery look like what you pictured in your mind while you were reading? Use this <a href="#">list of books made into movies</a>. Also, check out <a href="#">Hoopla</a>, a streaming service you can access for free with your Shrewsbury library card.</p>
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**This week you can earn:** A familiar! Just as Harry Potter had Hedwig, Hermione a cat, and Ron his rat, you get to choose an animal to join you on your adventure! Add them to your character page!

*You didn't realize that the popcorn bowl was actually a portkey to your next land... You're suddenly whisked away in a blur!*

<p style="text-align: center;"><b>Quest August 3rd - August 7th</b></p> <p style="text-align: center;"><b>Welcome to the World of Aesopica</b></p>	
<p><b>Challenge #26</b></p> <p><b>+1 Constitution</b></p>	<p><i>You smooth your clothes and look around. A dense forest surrounds you, a grinning fox rushes past and you hear a squawking coming from the trees above. You look up and see an irate <a href="#">crow</a> mourning the loss of her breakfast.</i></p> <p>Beware of flatterers! Make a beautiful <a href="#">Moveable Bird</a> of your own to keep you company on your travels, not only can your new friend sing, but fly as well! <i>Abacadabra!</i></p>
<p><b>Challenge #27</b></p> <p><b>+1 Wisdom</b></p>	<p><i>You emerge from the forest into a rolling green pasture. A glum shepherd <a href="#">boy</a> is wandering through the long grass collecting plants. Strangely, there are no sheep to be seen anywhere and he tells you that a wolf has taken them all.</i></p> <p>Like the boy in the story, go spend some time outdoors and see what you can find. Collect some things like twigs, leaves and flowers to make your very own <a href="#">Nature Paint Brushes</a>, but be wary of wolves!</p>

<p><b>Challenge #28</b></p> <p><b>+1 Strength</b></p>	<p><i>Beyond the pasture is a dirt road, and you spot a hare sleeping atop a flat rock. You follow the path and come upon a <a href="#">tortoise</a> slowly ambling along it. You walk with him up a hill and he rejoices when you both reach the top. As you turn around, you see the hare from before racing up after you, the tortoise laughs and tells you they were having a race!</i></p> <p>Test your speed and strength with a <a href="#">relay race</a> of your own, challenge your family and friends to race against you and see who wins.</p>
<p><b>Challenge #29</b></p> <p><b>+1 Intelligence</b></p>	<p><i>All this exploring has you feeling hungry. You continue on your way until you reach a farm with stalks of wheat drying in the sun. As you get closer you see a family of <a href="#">ants</a> working hard together to prepare a meal with the grain. A lone grasshopper watches them enviously.</i></p> <p>Ants may be small but they are incredibly strong and smart. Learn about what makes an insect's <a href="#">body</a> so unique, then go outside on a <a href="#">Scavenger Hunt</a> to see what other bugs you can find!</p>
<p><b>Challenge #30</b></p> <p><b>+1 Dexterity</b></p>	<p><i>You have encountered many interesting animals on your adventure and learned something valuable from each of their stories. Perhaps the most important came from a pair of unlikely friends you met: <a href="#">the lion and the mouse</a> who taught you that "kindness is never wasted". These lessons will serve you well as you continue on your journey.</i></p> <p>Aesop often used animals as characters in his fables and always had a moral in each story. Solve some animal <a href="#">Jigsaw Puzzles</a> and <a href="#">write a fable</a> using a few of these animals. Have fun and let your imagination run loose!</p>

**This week you can earn: A Golden Coin.** This will allow you to earn +5 skill points of your choice!

***The animals in the woods say they will help you to the next land. The birds suddenly begin flying around and they create a great whirlwind that catches you up into it!***



## Quest August 10th - August 14th Land of Mythos

<p><b>Challenge #31</b></p> <p><b>+1 Intelligence</b></p>	<p><i>Just as suddenly as it started, the whirlwind stops. You look around and you find yourself on the island of Crete, Greece. Two strange folks with wings strapped on their arms jump and take to the sky! They look like birds and you hear one shout the name "<a href="#">Icarus!</a>" as they fly away.</i></p> <p>Go for a walk or look out your window and see what types of birds are in your neighborhood. Apps you can use are <a href="#">Seek</a>, <a href="#">Audubon Bird Guide</a>, or <a href="#">Merlin Bird ID</a>.</p>
<p><b>Challenge #32</b></p> <p><b>+1 Constitution</b></p>	<p><i>Walking around and seeing the different types of birds passed the time, but you're starting to feel anxious on your quest. You see there's a Labyrinth on the island. On the outside you see some graffiti of "<a href="#">Thesus was here</a>". You go and check it out.</i></p> <p>Your challenge is to make a <a href="#">labyrinth</a> outside with chalk. You can also make a long line with twists and turns. Walk it quietly while listening to the sounds around you or focus on your breathing.</p>
<p><b>Challenge #33</b></p> <p><b>+1 Intelligence</b></p>	<p><i>You're calm, but you really need to get off this island! You look around you and see what you can use for supplies. Maybe you can make a ship like <a href="#">Odysseus!</a></i></p> <p>Look around you and see what materials you have available. Now, build a boat with what you have! Bonus: See if it will float!</p>
<p><b>Challenge #34</b></p> <p><b>+1 Wisdom</b></p>	<p><i>As you're building, you see a ship land at the island. The crew invites you aboard. As the sun sets, stars fill the sky. A crewmate begins telling you about using stars to navigate at night, and why the <a href="#">North Star</a> is the only one that doesn't move.</i></p> <p>Grab some mini marshmallows and toothpicks, and build your own constellation! You could draw a constellation too if you don't have these items. What myth would you tell about this constellation?</p>
<p><b>Challenge #35</b></p> <p><b>+1 Dexterity</b></p>	<p><i>Clouds move in and a storm begins to unleash its power. You marvel at the crew as they work together seamlessly. Each person seems so small to tame the wind, and yet <a href="#">together and with some cunning</a>, you make it through the storm.</i></p> <p>Make an obstacle course by spreading items on the ground. Blindfold someone and guide them through it by telling them where to go. Take turns going through!</p>



**This week you can earn:** A scroll of power! Include it as an extra challenge you've completed on [the prize entry form!](#)

*The storm blows out and a different land is appearing on the horizon. The ship drops anchor near the coast and you row yourself ashore to explore.*

## Quest August 17th - August 21st Fanciful World of Fairytales

<p><b>Challenge #36</b></p> <p><b>+1 Strength</b></p>	<p><i>When you come ashore you still have your sea legs, so you sit a while until you get your land legs back. When you are ready, you walk to the nearest town. You soon see that the town's residents are not what you expected! Will your character get along with these unusual locals?</i></p> <p>What's the real story behind why the wolf ate two of the three little pigs? Listen to <a href="#">The TRUE story of the 3 little pigs by A.Wolf as told to Jon Scieszka</a> to find out. Do you want to be the next one the wolf has for dinner? Can you escape him in a game of <a href="#">What time is it, Mr. Wolf?</a></p>
<p><b>Challenge #37</b></p> <p><b>+1 Dexterity</b></p>	<p><i>Just when you think you have successfully escaped the wolf, it's time to encounter him again in the Enchanted Forest. Lace up your skates and see where your adventure takes you next!</i></p> <p>Which favorite storybook character will help <a href="#">Little Red Gliding Hood</a> win a new pair of skates at the skating competition? Who would you want as your skating partner in this <a href="#">Magnetic ice skating craft</a> scene you can create?</p>
<p><b>Challenge #38</b></p> <p><b>+1 Intelligence</b></p>	<p><i>As you walk home carrying your ice skates over your shoulder, you pass a bridge near your home and wonder "What happened to all the grass on this side of the bridge? It was lush and green on my way to the ice skating pond".</i></p> <p><a href="#">The Three Billy Goats</a> ate up all the grass on their side of the bridge. How can they trick the mean troll under the bridge so they can get to the other side for more grass to eat? <a href="#">Design a bridge</a> that the troll will be too afraid to come back to and then the three billy goats will never have to worry about needing to trick the troll so they can cross the bridge again.</p>



<p><b>Challenge #39</b></p> <p><b>+1 Charisma</b></p>	<p><i>Now that you've designed a bridge that has frightened the troll away, everyone can pass over the bridge safely. You did such a good job with that task, now do you have any ideas how to keep Hansel and Gretel safe from the evil witch?</i></p> <p>When <a href="#">Hansel and Gretel</a> get lost in the woods, they come across a house made out of gingerbread and candy. Too bad an evil witch lives in the delicious house. Would you like to bake your own <a href="#">Hansel and Gretel's House</a> and share it with a friend to make up for the evilness of the witch?</p>
<p><b>Challenge #40</b></p> <p><b>+1 Wisdom</b></p>	<p><i>You've been a very brave and faithful friend to the characters in this Fanciful World. It's time for you to use your own wisdom and creativity to fabricate a fairy tale with characters who need to be saved from the mischief-makers they encounter during their adventures.</i></p> <p><a href="#">The TRUE story of the 3 little pigs by A.Wolf as told to Jon Scieszka</a> and <a href="#">Little Red Gliding Hood</a> are both fractured fairy tales. A fractured fairy tale is written by taking a traditional tale and changing aspects of the story including setting, characters, point of view or plot. The author, Tara Lazar, shares some ideas about <a href="#">how to write a fractured fairy tale</a>. After watching the video, you might be inspired to create your own fractured fairy tale.</p>

**This week you can earn:** A magic focus. This can be a magic: wand, beans, mirror, book, or other object that your character would choose. Add your magic focus to your character sheet!

*As you weave a web of stories with your words, a portal appears to the side of you. It shimmers and glitters. You touch it with your hand, and then step through it.*



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## Quest August 24th - August 28th

### The Land of Philautia

<p><b>Challenge #41</b></p> <p><b>+Strength</b></p>	<p><i>You find yourself trapped inside a mirror maze. Reflections of yourself repeat to infinity. You realize your greatest challenge is knowing yourself. You're on your way to hero status, but you need to complete this last leg of the quest. Strengthen the body and mind!</i></p> <p>You are your own hero! Now it's time to <a href="#">train</a> like one!</p>
<p><b>Challenge #42</b></p> <p><b>+1 Intelligence</b></p>	<p><i>You're strong and amazing, but how did others become heroes? As you navigate the maze, you come to a library room. You search the library and take down a tome and begin to read...</i></p> <p>Read or listen to a <a href="#">biography/autobiography</a> to see what their hero journey was!</p>
<p><b>Challenge #43</b></p> <p><b>+1 Charisma</b></p>	<p><i>You close the books, and look up. There's the exit! You see people milling outside the maze. You realize that they are all walking books, each person has their unique stories still being written. You gather your supplies and rush outside to all the townspeople!</i></p> <p>Use this <a href="#">list</a> or come up with your own questions. Gather stories from those around you. Ask family in your house, call those far away, and talk with your neighbors to collect their stories! You might be surprised what you learn!</p>
<p><b>Challenge #44</b></p> <p><b>+1 Dexterity</b></p>	<p><i>You pour over your notes, marveling at the adventures others have had. You suddenly realize that you have had adventures and unique experiences too...</i></p> <p>Create a time capsule of your unique experience during quarantine and this very different summer! Make a <a href="#">personal</a> or <a href="#">family</a> capsule (or both!)</p>
<p><b>Challenge #45</b></p> <p><b>+1 Wisdom</b></p>	<p><i>You suddenly know what will fully fix the World of Stories! All these other stories, so amazing and bright, you know what you have to do, but are you brave enough to do it? You take a deep breath, square your shoulders, and begin.</i></p> <p>Your final challenge, Adventurer! You need to share your story with others! Check out some <a href="#">writing prompts</a>.</p>

**This week you can earn:** A spell book! Your words have power to change a situation, either for good or ill. Use them wisely! Add the book to your character sheet. What title is your book?

# Conclusion

As you finish the last words of your story, a great gust of wind whips around you and pages blow by, fixing the last of the World of Stories book. You close your eyes and cover your face. As quickly as it comes, the wind dies down. You lower your arms and open your eyes. The world seems brighter and more joyful. Yavannah approaches you.

*“You did it, Adventurer! You saved the World of Stories!!!”*

You made it through so many regions of our world, gained new skills, crafted items, experimented, and learned more about yourself. This Summer Quest guided you through so many different challenges and you, Brave Adventurer, rose to the task!

Thank you, Brave Adventurer!



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