



Prize Sheet

Name: _____ Phone: _____

Each space on the tracker form equals one entry for our virtual prize drawing. Count up the total number of entries you’ve earned (a full sheet is 30 entries) then let us know how many entries you want to make for any of the prizes below. You can go all in on one prize, or spread your entries out. It’s up to you!

Return this form and your tracker sheet to the library or submit via email to info@berwickpubliclibrary.org by 5pm on August 9th to be part of the prize drawings.

Total number of entries earned on tracker sheet _____

 <div>\$50 Amazon gift card <i>4 winners chosen</i></div> <div># of entries _____</div>	 <div>2 combination ride and waterpark passes for Funtown Splashtown (Saco, ME) <i>2 winners chosen</i></div> <div># of entries _____</div>
 <div>3 Mini Golf passes for Wonder Mountain Fun Park (Wells, ME) <i>1 winner chosen</i></div> <div># of entries _____</div>	 <div>\$20 Diversions Puzzles & Games gift card <i>1 winner chosen</i></div> <div># of entries _____</div>
 <div>2 VIP Zoo passes to York's Wild Kingdom <i>1 winner chosen</i></div> <div># of entries _____</div>	 <div>2 passes to the USS Albacore Museum (Portsmouth, NH) <i>3 winners chosen</i></div> <div># of entries _____</div>
 <div>2 passes for the Take Flight Aerial Adventure Course <i>1 winner chosen</i></div> <div># of entries _____</div>	 <div>2 movie passes for Smitty's Cinema <i>2 winners chosen</i></div> <div># of entries _____</div>
 <div>Pass for 1 adult harbor sail OR 2 youth harbor sails on the Gundalow Piscataqua (Portsmouth, NH) <i>1 winner chosen</i></div> <div># of entries _____</div>	 <div>Lego Friends Adventure Camp Water Sports Lego Kit <i>1 winner chosen</i></div> <div># of entries _____</div>
 <div>Lego Friends Adventure Camp Cozy Cabins Lego Kit <i>1 winner chosen</i></div> <div># of entries _____</div>	 <div>3-in-1 Pirate Ship Lego Kit <i>1 winner chosen</i></div> <div># of entries _____</div>

Berwick Public Library
Summer Reading Program



Teens and Adults

Program runs from
Friday, June 14th
through
Friday, August 9th

The summer reading
program is
open to all ages!

See inside for details on **prizes, activities, events and programs, earning prize entries**, and our interactive summer adventure!



Join us for a swashbuckling
summer adventure!

The *Adventure Awaits* summer reading program runs from **Friday, June 14th through Friday, August 9th**. Over the course of the summer, we'll have lots of special programs and activities happening at the library - be sure to stop by each week to see what's new!

This program is open to all ages! No registration is required, and you are welcome to start participating at any point throughout the duration of the program.

How much you want to participate is up to you. You can keep things low-key and just read books of your choosing all summer, or you can complete the activities and reading challenges we provide.



The Broken Blade of Berwickia Summer Adventure

The Blade of Berwickia has been broken, and we need your help to fix it! This summer, we'll travel throughout the land of Berwickia to find all the pieces of the blade and return them to the Kingdom of Knowledge. **Learn more inside!**

Summer Event Calendar

Check out some of the events we have planned for all ages! Additional events may be added throughout the summer. Get the latest information about upcoming events on our website and Facebook page.

Friday, June 14th at 10:30am
Join us for **police officer storytime** with Officer Fogg from the Berwick Police Department.

Friday, June 21st at 10:30am
The Poop Museum will be visiting to share lots of fun and fabulous facts about poop!

Friday, June 28th at 10:30am
Performance by **award-winning children's performer and songwriter Sammie Haynes**.

Friday, July 5th at 10am
Magic workshop with **master magician, illusionist, and comedian Phil Smith**.

Friday, July 12th at 10:30am
Performance of *Treasure Island* by **UNH's children's theater group Little Red Wagon**.

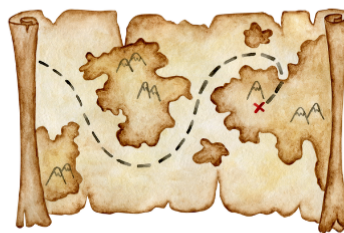


Friday, July 19th from 10am to 2pm
Visit the library for some hands-on fun at our **Adventure Academy!**

Friday, July 26th at 10:30am
Join us for **firefighter storytime** with the Berwick Fire Department!

Friday, August 2nd at 10:30am
The **Children's Museum of NH** will be visiting for a hands-on STEM program called *Adventure All Around: Earth, Sea, and Sky*. **Space is limited - contact the library to register.**

Friday, August 9th at 10:30am
We'll wrap up our summer reading adventure with games and a visit from **Kona Ice!**



Year-Round Programs at the Library

TUESDAYS



The **Nifty Needleworkers** meet on **Tuesdays at 10:30am** to craft together.

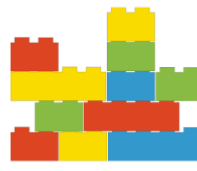
WEDNESDAYS

Join us at **10:30am** for **play group**.

Social Seniors meet at **10:30am**.

Minecraft Club meets at **4pm**.

THURSDAYS



Boards, Builds, and Books takes place at **4pm** - join us for Lego challenges, games, and other activities.

FRIDAYS

***Storytime** will return at **10:30am** after the summer reading program ends.

Genealogy Club meets the **first Friday of every month from 1:30pm to 3:30pm**.

SATURDAYS

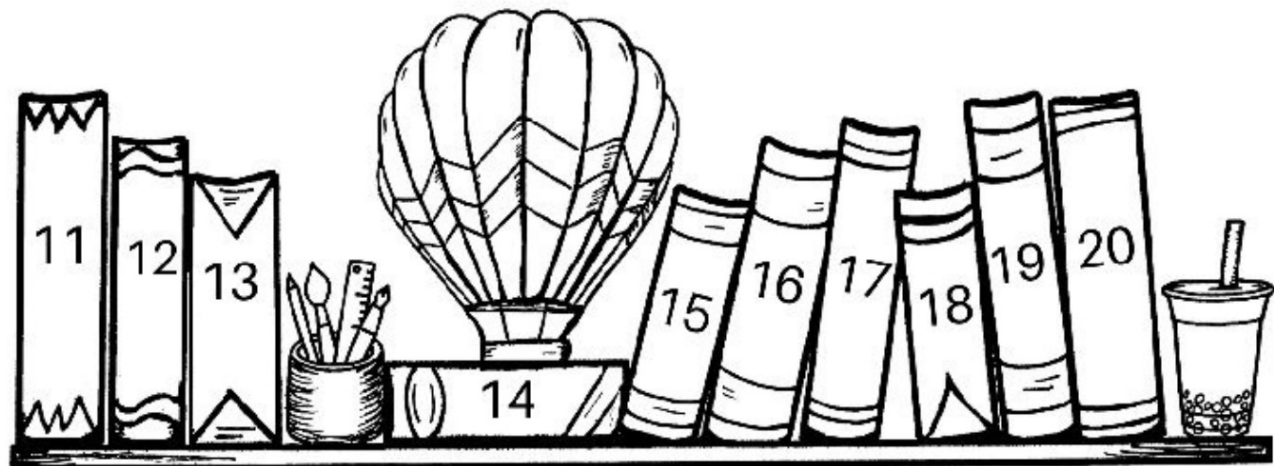
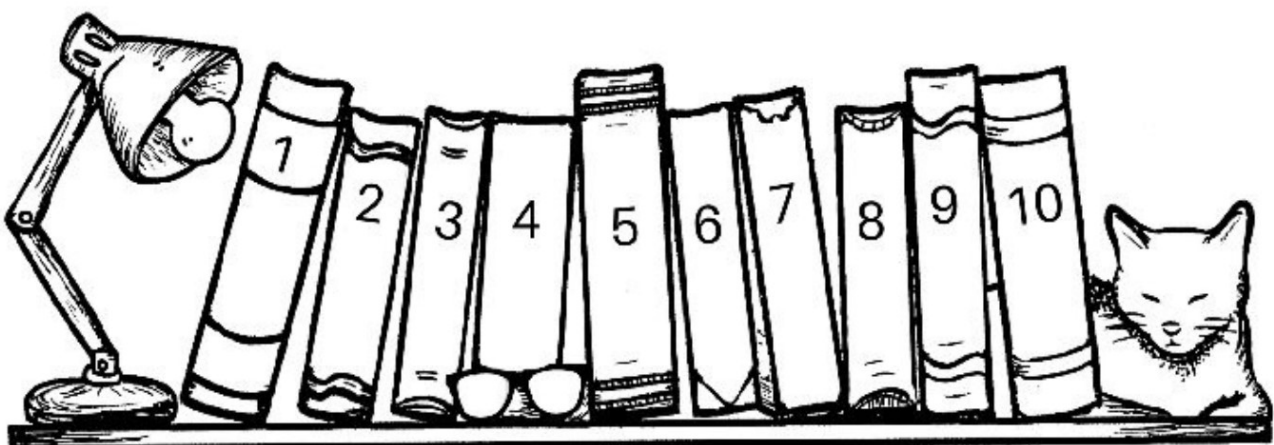


Book Club meets the **third Saturday** of every month at **10:30am**. Books are available at the front desk.

Tracker Form

Name: _____ Phone: _____

Age (if under 18): _____



Fill in a book on the shelf for every book you read or activity you complete from the Activity List. Each filled-in book equals 1 entry for our virtual prize drawings. See prize sheet for more details.



Activity List

Color in one book on your tracker form for every book you read or activity you complete from the list below. All activities are repeatable. Each book you fill in on the tracker form is equal to one entry for our virtual prize drawings. To enter the prize drawings, fill out and submit a prize sheet with your tracker form. Tracker forms and prize sheets must be returned to the library or emailed to info@berwickpubliclibrary.org by **5pm on Friday, August 9th** to be included in the prize drawings.

Attend a library program

Complete an activity from *The Blade of Berwickia* adventure (new activities offered each week)

Read 10 picture books

Read a graphic novel

Be adventurous and try a new recipe

Go for a walk or nature hike

Start a nature journal

Explore a new museum (the library offers museum passes)

Read a book by a new-to-you author or from a genre you don't typically read

Try a new instrument (you can borrow some from the library!)

Forage safely for tea ingredients or make an herbal sachet

Try planting your own herbs

Read a book set somewhere you'd like to go on an adventure

Make sun or moon tea

Build a sandcastle

Visit the beach or a lake

Have a campfire

Explore the local history collection at the library

Learn a magic trick

Write a song or poem

Send a kind note to first responders

Make seed bombs

Learn about your family history (visit the library for access to genealogy websites)

Learn to juggle

For safe adventures, learn first aid

Create a story or piece of art about your summer adventures



THE BROKEN BLADE OF BERWICKIA

An Interactive Adventure



Once upon a time, the people of Berwickia lived in harmony, with each of the regions protected by The Blade of Berwickia. Until one day, the blade lost its glow - and then shattered, scattering seven pieces back to each corner of Berwickia, leaving the people in confusion and fear.

This summer, we'll be traveling throughout the land of Berwickia.

Your mission is to collect a shard of The Blade of Berwickia from each region we visit, reforge the blade, and return it to the librarians in the Kingdom of Knowledge.

Each week, we'll share a new chapter of *The Broken Blade of Berwickia* story, and we'll have different crafts, programs, and activities at the library inspired by the various regions of Berwickia we'll be visiting.



Start your adventure by visiting the library or our website at berwick.lib.me.us



How to Play

Each Friday, we'll share a new chapter in our story, along with an activity/puzzle you'll need to complete in order to acquire a shard of the blade.

When you've completed the activity or puzzle, you'll color in a piece of the blade on your Adventure Log. You'll also collect gifts from the residents of Berwickia that will help you along your journey.

Activities/puzzles will be available both at the library and on our website. It's up to you if you'd rather solve puzzles at home, complete in-person activities at the library, or do a mix of both. The storyline will be the same no matter which option you choose, although the activities/puzzles themselves may be different.

All ages are welcome to participate, although younger children will likely need the assistance of an adult to complete some of the puzzles.



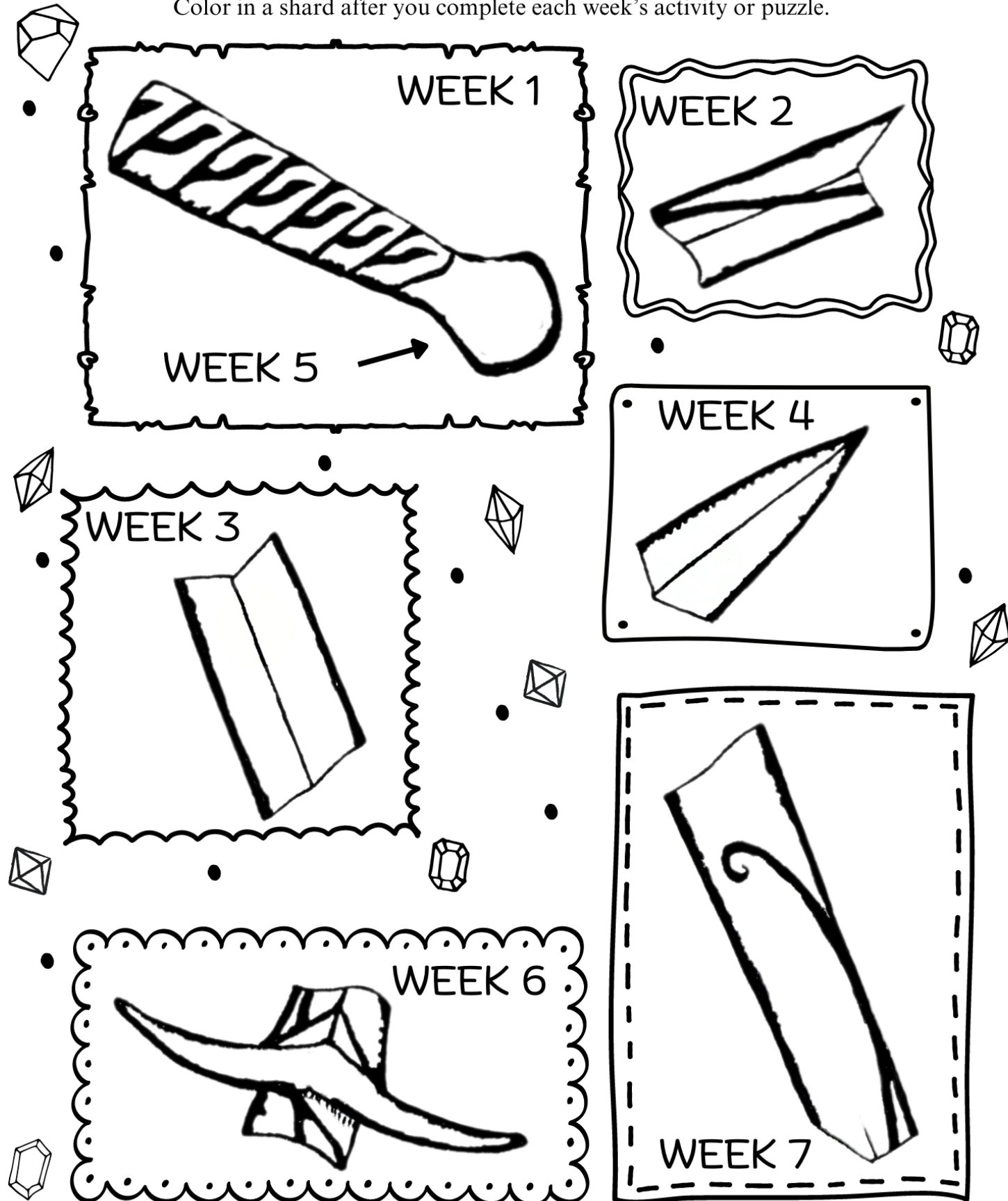
When you visit the library and complete a weekly activity as part of *The Broken Blade of Berwickia* story, you'll earn a raffle ticket for a chance to win a pass to Monkey Mind Escape Rooms!



THE BROKEN BLADE OF BERWICKIA

Adventure Log

Color in a shard after you complete each week's activity or puzzle.



The residents of Berwickia are grateful for your help, and they have gifts they want to give you to help you on your journey. After you complete each weekly activity/puzzle, stop by the library to pick up a new sticker of that week's gift and add it to this sheet. If you complete *The Broken Blade of Berwickia* adventure, you'll receive a bonus sticker.

