Welcome to your Lunch at the Library Program Box!

The items in this box provide a variety of engaging activities for families attending your Lunch at the Library program. The games and toys were selected to appeal to a range of ages while requiring minimal or no support from adults to get started. Most activities also offer opportunities for deeper exploration and learning. We hope these help infuse creativity and joy into your summer lunch programming.

What’s Inside?

You will find 12 different activities with tips on:

- **WHO** they are recommended for
- **WHAT** the activity is
- **WHY** using it is important
- **HOW** you might use it in your library setting.

In addition, you will find a series of **Explore More!** challenge cards. Place these cards next to the items with an asterisk (*) to promote further exploration.

---

*Lunch at the Library is a project of the California State Library, supported with funds from the State of California. Lunch at the Library was developed by the California Library Association and the California Summer Meal Coalition, with support from the David and Lucile Packard Foundation.*
Spirograph
WHAT: A classic tool for budding artists to explore interesting patterns and shapes.
WHY: Builds fine motor skills and helps exercise creativity while exploring math concepts.
HOW: Include a variety of different colored pencils to increase engagement.
Lay out one large piece of butcher paper to draw on to encourage collaboration.

Buddha Board
WHAT: Paint on the surface with water to see your creation come to life. Then watch your artwork disappear as the water evaporates, leaving the surface ready to paint on again.
WHY: Promotes safe risk-taking and “living in the moment” by creating artwork that only exists for a short period of time.
HOW: Place this in a quieter corner, if possible, to encourage reflection. To support sharing of the board, ask participants to paint something for another person.

Magna-Tiles*
WHAT: Safe, durable tiles that allow for hours of imaginative free play.
WHY: Promotes many important STEM skills including spatial reasoning, geometry and engineering design.
HOW: Encourage sharing or working together to make sure everyone has enough pieces to build.
Have paper and pencil available to sketch a plan before creating designs.

Mancala
WHAT: One of the oldest strategy games for two players known since ancient times.
WHY: Develops math (counting) and strategy skills.
HOW: Be mindful that the stones in this game could be a choking hazard for children under age 3.
**Wooden Balance Scale**

**WHAT:** A classic tool to explore how the scale moves up and down depending on the weight of the items in the dish.

**WHY:** Helps explore the relationship between the size, shape and weight as you compare and contrast different objects.

**HOW:** Be mindful that the weights included with the scale could be a choking hazard for children under age 3.

Use with wooden fruits (included in this program box) or supplement with other items from your library.

---

**Wooden Fruit Set**

**WHAT:** A play-food set with fruit pieces that are held together with self-stick tabs that can be easily “cut” with the wooden knife.

**WHY:** Perfect for pretend play and a fun way to introduce counting and the concepts of parts and whole.

**HOW:** Place this near the Wooden Balance Scale to compare weights of the whole and pieces.

Allow time and space for pretend play. The fruit set can even be used to act out what happens at Lunch at the Library!

---

**Making Faces Memory Game**

**WHAT:** A twist on the classic game “Memory.”

**WHY:** Encourages pattern recognition while making matches and builds social emotional skills.

**HOW:** Designate an area on the floor for this game. Try using a mat, carpet squares, or even a piece tape to mark the spot.

Encourage the use of vocabulary to describe what each person’s face could be feeling and why.

---

**Copy Cat! Playing Cards**

**WHAT:** This deck offers 40 fun illustrations of animals striking a pose, prompting players to see if they can act out the same physical movement or position.

**WHY:** Encourages gross motor development and helps with memory and sequencing skills.

**HOW:** Provide this card deck in an area where participants can stand up and move their bodies.

---
Dominoes*  
**WHAT:** A classic game that is color-coded to make it easier for beginners.  
**WHY:** Builds math skills by matching patterns, naming small collections of dots, adding, counting, sorting and more!  
**HOW:** Use as a game or allow for building with the dominoes (as you would with blocks).

Origami Paper Megapack  
**WHAT:** Explore the classic art of paper folding!  
**WHY:** Develops fine motor skills, concentration, imagination and math skills like spatial reasoning and geometry.  
**HOW:** Gather origami books from the library to have nearby. Ask if anyone knows any origami folds that they can teach to others. Have a few models ready that could be deconstructed to help with learning the folds.

Puzzles  
**WHAT:** The puzzles included provide increasing levels of challenge for various ages.  
**WHY:** Promotes problem-solving, shape recognition, fine motor and spatial reasoning skills.  
**HOW:** If participants have done the puzzle before, challenge them to complete it in a certain time. Feel free to supplement with other puzzles you may have in the library.

Circuit Maze  
*(Requires 3 AAA batteries, included in the program box.)*  
**WHAT:** Both a game and a learning puzzle about electricity and circuits. Can be played solo, or collaboratively.  
**WHY:** Builds logic, sequencing skills and knowledge of basic circuitry.  
**HOW:** Display only a portion of the 60 different challenges each day to keep the puzzle fresh.