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.
Balance Pods*
**WHAT:** These pods provide a playful way for all ages to test their balance and coordination.
**WHY:** Supports body awareness and gross motor skills.
**HOW:** Set these up in an area with room for movement.
Place the flat side down for a more stable base or the dome side down for a balance challenge.

Etch A Sketch
**WHAT:** Classic drawing toy that you just shake to reuse!
**WHY:** Develops hand-eye coordination and fine motor skills.
**HOW:** Challenge individuals to work together to create a single design.

Story Cubes
**WHAT:** Roll the cubes and tell a story inspired by the pictures to let your creativity run wild!
**WHY:** Promotes originality and imagination as well as verbal skills.
**HOW:** Try to think of characters from a favorite book or movie to help people get started.
Remember that it is ok to interpret the symbols on the cubes in different ways.

Imagination Playground Blocks
**WHAT:** These soft building blocks can be used on the floor or tabletop to minimize noise while maximizing fun.
**WHY:** Promotes imagination and 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 a design.
RootVue* *(includes seeds and soil pellets for 3 root vegetables)*

**WHAT:** Makes the invisible part of gardening visible by allowing you to watch plants grow both above and below the soil.

**WHY:** Builds science inquiry skills through observation of the process from seed to plant, asking questions and measuring growth over time.

**HOW:** Set up the Rootvue garden at the start of the season and track the growth progress all season long.

Be sure to have a watering routine and a sunny place to keep the garden.

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**Easy Hold Magnifier**

**WHAT:** Features 3x and 5x magnification with a frame designed for little hands.

**WHY:** Builds science inquiry skills through observation.

**HOW:** Use to examine all of the parts of the vegetables in the Rootvue garden or supplement with natural materials like leaves, rocks and flowers.

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**Q-BA-MAZE**

**WHAT:** Create amazing marble mazes that provide hours of free play without too many parts that could overwhelm younger builders.

**WHY:** Encourages imaginative thinking along with STEM skills like spatial reasoning, trial and error, and problem-solving.

**HOW:** Be mindful that the marbles could be a choking hazard for children under age 3.

To help those that are struggling, encourage use of the step-by-step directions to get started before experimenting on their own design.

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**Gobblet**

**WHAT:** A strategy game for two players that is a mix of Memory and Tic-Tac-Toe.

**WHY:** Develops problem-solving skills and strategic thinking.

**HOW:** Check out this video for a quick tutorial on how to play:
[https://vimeo.com/49045347](https://vimeo.com/49045347)
IZZI
WHAT: A geometric pattern matching puzzle with endless solutions.
WHY: Promotes problem-solving and spatial reasoning skills.
HOW: Use as a game or encourage participants to use their imaginations and build whatever design they like.

Making Faces Magnet Set
WHAT: Build funny characters out of colorful, expressive magnetic facial features.
WHY: Helps exercise the imagination, while building social emotional skills.
HOW: Encourage the use of vocabulary to describe what each face could be feeling and why.

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.

Popsicle Sticks and Masking Tape*
WHAT: These simple materials can be used for endless creative activities.
WHY: Promotes imagination and many important STEM skills including spatial reasoning, geometry and engineering design.
HOW: Try supplementing with other craft items you may have at the library like pipe cleaners, twist ties, aluminum foil, etc.