

READ

ALL ABOUT IT!

Research Exploration Activities Discovery

READ in the Dark!
July 6 – July 11

Whether you are in a blanket tent in the living room, a pup tent in the backyard, or in a RV at a KOA, camping is fun. It calls for special foods, stories, and a working flashlight. It does a body good to spend time outside, listening to trees whisper and bugs shout. This week, spend some time under the stars, smelling smoky, covered in dirt, and sticky with marshmallows. Slap on some bug repellent and head for the hills. It's going to be a great summer.

Research: Read some books. Look on maps and find interesting camping places to visit. Figure out what you would need to go there and stay. What birds or animals might you find?

Explore: Learn about fire safety. How can you start a campfire without matches? What things can you make to help your campsite run better? Or look better? What survival techniques will you need?

Activities: Make s'mores. Tell ghost stories. Make more s'mores. Play games. Learn how to skip rocks. Tell family stories. Howl. Eat s'mores.

Discovery: What do you like about camping? What animals did you see and/or hear? What would you take next time?

Stories

Some stories just ache to be told around a campfire. Learn a few before you go so you can share them in the dark. Books don't take too kindly to camping, but stories do. Try some of these classic tales.

Tall Tales, e.g., Pecos Bill, Paul Bunyan, Sally Ann Thunder Ann Whirlwind, Davy Crockett, etc.

Origin Stories, e.g., Why Mosquitoes Buzz in People's Ears, How Chipmunk Got His Stripes, Pig Boy, etc.

Local Legends, e.g., The Legend of Mt. Timpanogos, Bridal Veil Falls

Ghost Stories: As the fire fades, night darkens the edges of the campfire circle and everyone draws closer. Firelight flickers eerily on people's hands and faces; sounds from beyond the circle seem loud and unfamiliar. The mood is right for a ghost story. To be a good ghost storyteller, keep your voice low, speak slowly and use thoughtful pauses now and then. If you can work it into the story, hint that the events happened to you or someone you know. Hold a flashlight turned on under your chin to add a spooky effect.

"The Hitchhiker" We were driving along past the cemetery on a dark night not long ago. The rain was coming down in sheets. Suddenly I called out "Stop" to Mom. In our headlights I could see a boy on the side of the road. He was wearing only a T-shirt and shorts. We stopped, and he got into the back seat. He didn't talk much, but I remember he said his name was Jack. I soon noticed he was shivering and wet, so I offered him my sweatshirt. He asked us to stop at the end of a driveway, and he jumped out. When he got to the front door of his house, we drove off. It wasn't until later that I remembered he still had on my sweatshirt. The next day, we had to drive down the same road to town, so Mom stopped at the house. We walked up to the door and knocked. An old man and woman answered, and Mom told about offering Jack a ride in the rain and about the sweatshirt. The old man said there had to be some mistake. Their son had been called Jack, but he died 25 years ago the night before. He was buried in the local cemetery. When we got to town Mom was doing the shopping, so I walked to the cemetery and looked for his grave. When I found Jack's headstone, lying on the ground in front of it was my sweatshirt, covered in leaves and soil.

"The Golden Arm" A man and a woman, who used to live near here, were in a car accident. The woman lost her arm. The husband felt so guilty he bought his wife a golden arm. Soon the man began to think of all the things he could buy with the gold in the arm and plotted to kill his wife. But, strangely enough, she died of natural causes before he could carry out his plan. He stole her golden arm from the coffin before she was buried. The first night after her funeral, he was lying in bed when he thought he heard a voice moaning in the wind outside. "Where is my golden arm?" He told himself he must be hearing things and soon fell asleep. The next night, about midnight, he heard moaning just outside the front door. "Where is my golden arm?" It took a little longer before he fell asleep. The third night, the man locked the front door and pushed a chair under the doorknob. He fell asleep, but around midnight he heard moaning that seemed to come from right outside his bedroom door. This time he thought it was his wife's voice. "Where is my golden arm?" The next night, he locked the front door and pushed the couch in front of it. He locked his bedroom door and pushed the chest of drawers in front of it too. In the middle of the night he woke up to moaning that seemed to come from beside his bed. This time, he was sure it was his wife's voice. "Where is my golden arm?" *Now turn and look directly at one listener and shout, "You've got it!"*

Activities

The Campfire Wave: If you have a big group sitting around the campfire, try doing the campfire wave. Pick the oldest person to go first. She stands up and raises her hands over her head, lowers her hands and then sits down. The person beside her starts to stand up when she is raising her hands, followed by the next person and so on. It's fun to start out slowly, then keep going around the circle faster and faster until everyone collapses—laughing and exhausted.

Rainmaker: If it's been a hot day and you need cooling off, try rainmaking. One person begins and is joined by the person on her right and so on until the action travels all the way around the circle. The noise gets louder as each person in the circle joins in. Then the first person will do the next action and it will travel around the circle. Round 1: Rub your hands together so they make a swishing sound. Round 2: Snap the fingers of both hands, moving your arms up and down, while making a popping sound with your tongue on the roof of your mouth. It sounds like water falling to the ground. Round 3: Slap hands on your knees. The rain is really splashing down. Round 4: Pound the ground with fists or palms. The storm is at its height. Round 5: Slap hands on your knees more quietly. Round 6: Snap fingers very gently. Round 7: Rub hands forward and back, pressing lightly. Sit still and listen. The storm has passed. Do you feel cooler?

Games

Let Me See Your Pink Flamingo: Before you begin this chanting game, think up as many animal actions as possible. They can be simple or silly, such as itchy monkey (*scratching head and underarm*), dancing chicken (*flapping wings and strutting*), funky turtle (*neck in and out of a shell*), and fluttering butterfly (*dance around flapping arms up and down*). Divide the group in two and stand on each side of the campfire, leaving space between each person to do the actions. Group 1 says, "Let me see your pink flamingo!" Group 2 says, "What's that you say?" Group 1 shouts louder, "I said, let me see your pink flamingo!" Group 2 demonstrates its pink flamingo (*stand on one leg and waggle your long neck*) Group 1 chants, "Ooh, ahh, pink flamingo, ooh, aah, one more time"—*group 2 does its pink flamingo again*—"ooh, ahh, pink flamingo, ooh, ahh, get back in line." Now the second group chants to the first group, "Let me see your itchy monkey," and so on. After playing this game several times you'll discover family or group favorites. You might even find a comedian in the crowd.

Let's Get the Rhythm: This is another chanting game that gets you knee-slapping with the beat. Each person is given a number—if there are five people, use five numbers from 0 to 4, leaving some unused ghost numbers for added fun and confusion. The 0 person goes first after everyone chants the chorus. Chorus: (*do the actions as you chant the words, except where there is only clapping*) Let's get (*slap knees twice*) the rhythm (*clap twice*). The jolly, jolly (*slap knees twice*) rhythm (*clap twice*), Ready oh (*slap knees twice*), (*clap twice—no words*) Starting with (*slap knees twice*) (*clap twice—no words*) ZZZZERO (*slap knees twice*) (*clap twice—no words*). Continuing to slap and clap in rhythm, Zero calls out her own number and someone else's number as follows: Zero, zero (*slap knees twice*), Four, four (*clap twice*). Without missing a beat, Four responds with his own number, followed by someone else's number. If you call a ghost number or miss a beat, you're out.

The Double Letter Game: Here's a brain-teasing word game that will boggle your mind. Think of a word that has the same two letters, side by side, such as "trees." Then think of a word that is connected to it but does not have a double letter, such as "leaves." Start the game by saying, "I love trees, but I hate leaves." If no one catches on to the pattern, give another example, such as "I love boots, but I hate shoes." As people get the idea that the first word always has a double letter and the second doesn't, they join in with their own examples. Keep thinking of examples until everyone around the fire has figured it out.

Bunny Ears: One person in the circle begins by waving her hands (bunny ears) above her ears. The person on her left waves only his right hand and the person on her right waves his left hand. Then the main bunny pretends to throw her ears to someone on the other side of the circle. That person starts to wave his ears and the people on each side wave one ear. You're out if you get mixed up and don't wave the correct ear or ears.

Fortunately, Unfortunately: Fill a bag with lots of everyday things that are not breakable or sharp. You could put in a toilet plunger, a teddy bear, a fly swatter, a toilet-paper roll, bird feathers and a fossil. Sit around the campfire and use the items from the bag to create a wacky story. Decide who is going to start and begin with something like this: "Jennifer was ready to drive Aunt Jane's new van. (Draw an object from the bag.) Fortunately, she had her trusty plunger." (Pass the plunger to the next person, who continues the story.) "She tied the plunger to the side-view mirror and climbed in the car. (Reach into the bag and draw out the next prop.) Unfortunately, there was a bear in the trunk." (Pass the teddy bear to the next person, who continues the story.) Alternate between "Fortunately" and "Unfortunately" until the bag is empty. The person with the last object ends the story with a dramatic event.

All of the long quotations and many of these ideas are taken from *The Kids Campfire Book* by Jane Drake & Ann Love J Sports Outdoors

Crafts

Indoor Campfire

Cover paper towel or sections of gift wrap tubes with brown paper (construction paper, brown paper bags.) On a paper plate, arrange the paper tubes like fire logs. Tape or glue in place. Add tissue paper flames in red, yellow, orange, and, for a teaching moment, light blue. You can add a rock ring around the outer edge.

Light-up Indoor Campfire

Using squares, triangles, and circles of flame-colored tissue paper, cover a small, clear plastic cup. Use the eraser end of a pencil to dip the tissue into glue and stick onto the cup. Leave spaces in spots for the light to shine through brightly. Dry. Set the tissue covered cup over a battery-powered tea light. Instant atmosphere.

Glowing lanterns

You'll need a jar (baby food, mayo, canning, salsa), cleaned and dry with a lid. Poke two holes in the lids to make the handle, threading yarn, wire, pipe cleaner or string through the holes and tying the ends for a loop for holding or hanging.

Use glow-in-the-dark paint or glow sticks to light the lantern. For paint: pour in a small amount of paint. Cover the opening and shake or roll the paint around the inside to cover. For glow sticks: break the glow stick inside the jar, careful to keep all of the stick inside jar. Gloves are a good idea. Cover the opening and roll the chemicals around to cover. Place lid on top and you're good to go.

You can also cut a piece of waxed or parchment paper to fit inside the jar, taping the top and bottom of the rolled paper. Place inside jar. Place a glow stick or two inside the rolled paper and glow!

Recipes

Edible campfire – teaching kids fire safety without a fire

Set a tortilla on a plate. (Establish a safe fire, away from trees, tents, and tables.)

Place a licorice rope in a circle, 1 inch from the edge. (Mark the safety circle. No one gets closer to the fire than the safety circle.)

Build a ring of rocks using peanuts, candy rocks, or small candies, halfway between the safety circle and the fire. (The rock ring marks where the fire is to stay put and acts as a fire-proof barrier.)

Spread a small circle of peanut butter in the center of the rock ring. Top with kindling made of Chinese noodles or coconut.

Add Tootsie Roll logs. Make a teepee of pretzel sticks to help the fire catch.

Light the fire with Candy corn flames Add more fuel as needed.

Up Your S'More Game

Graham crackers, chocolate and toasted marshmallows. Perfection. Even perfection can get better. Try these:

Fudge-striped cookies, Oreos

Nutella

Strawberries

Bananas

Chocolate bars filled with caramel, mint, peanut butter

Bacon, especially with caramel

Cinnamon graham crackers

Reese's peanut butter cups

Homemade marshmallows

S'More Nachos

In an oven-proof skillet, layer: 2 sleeves of **graham crackers**, broken into the size of tortilla chips.

Toss on: 15 **marshmallows**

2 cups **chocolate chips, milk, semi-sweet, peanut butter, brickle, or dark**

Add another: 15 **marshmallows**

Bake 350 degrees for 10 minutes, until marshmallows are soft. Broil for 2 minutes, until marshmallows are toasted,

Drizzle on: 1 cup **chocolate chips**, melted.

S'More Cheese Ball

Beat together: 16 oz. **cream cheese**

1/2 cup **powdered sugar**

1/3 cup **marshmallow cream**

1 teaspoon **vanilla**

Pinch **salt**

Fold in: 1 cup **mini chocolate chips**

Cover and chill 30-45 minutes, until marshmallow ball is firm.

Remove and roll in: 1/4 cup crushed **graham crackers** and

1/2 cup **mini chocolate chips**.

Serve cheese ball on a plate with graham crackers.

Especially for Preschoolers

- Play Simon Says
- Assemble a variety of small objects: buttons, pompoms, pasta, beans, cereal. Separate the objects into a muffin tin.
- Walk sideways on a curb with your toes hanging over the edge. Turn around and walk back with your heels hanging over the edge. Can use a 2x4 or pavers.

Books to READ:

Asleep Under the Stars by Else Holmelund Minarik E Min
The Camping Scare by Terri Dougherty E Dou
Poppleton in Spring by Cynthia Ryland E Ryl
The Camping Caper by Gail Herman E Popular Character- TV
Tiny Goes Camping by Cari Meister E Mei
The Camping Trip by Cathy Hapka E Hap
Flat Stanley Goes Camping by Lori Haskins Houran E Bro
Gus Gets Scared by Frank Remkiewicz E Rem
Olivia Goes Camping by Alex Harvey E Fal
Splat the Cat: Good Night, Sleep Tight by Natalie Engle E Sco
How Chipmunk Got His Stripes by Joseph Bruchac PIC Bru
Tiny T. Rex and the Very Dark Dark by Jonathan Stutzman PIC Stu
Why Mosquitoes Buzz in People's Ears by Verna Aardema PIC Caldecott Aardema
Just Me and My Dad by Mercer Mayer PIC May
Just a Little Too Little by Mercer Mayer PIC May
Scare a Bear by Kathy-jo Wargin PIC War
Camp Rex by Molly Idle PIC Idl
Where the River Begins by Thomas Locker PIC Loc
Zigby Camps Out by Brian Paterson PIC Pat
Caillou Goes Camping by Roger Harvey PIC Popular Characters – TV
Arthur Goes to Camp by Marc Brown PIC Popular Characters – TV
Bailey Goes Camping by Kevin Henkes PIC Hen
The Berenstain Bears and the Ghost of the Forest by Stan Berenstain PIC Ber
Maisy Goes Camping by Lucy Cousins PIC Popular Characters – TV
Oswald's Camping Trip by Dan Yaccarino PIC Yac
Paul Bunyan by Steven Kellogg PIC Tales Tall
Pecos Bill: a Tale Tale by Steven Kellogg PIC Tales Tall
Pig Boy: a Trickster Tale from Hawaii by Gerald McDermott PIC Tales
Cocarina en el Jardín de las Espejas by Mar Pavon S PIC Pav
Night of the Howling Dogs by Graham Salisbury J FIC Sal
Camping Catastrophe by Abby Klein J FIC Kle
Hailey Twitch and the Campground Itch by Lauren Barnholdt J FIC Bar
Children of the Lost by Franklin Dixon J FIC Dix
The Amazing Days of Abby Hayes #11 by Anne Mazer J FIC Mazer
The Case of the Marshmallow Monster by James Preller J FIC Pre
Nighty-Nightmare by James Howe J FIC Howe
Toasting Marshmallows: Camping Poems by Kristine O'Connell George J Lang. Poetry George
Camping for Kids by Melanie A. Howard J Sports Outdoor

The Kids Campfire Book by Jane Drake and Ann Love J Sports Outdoor
American Tall Tales by Mary Pope Osborn J Tales Tall
More Scary Stories to Tell in the Dark by Alvin Schwartz J Tales
Scary Stories to Tell in the Dark by Alvin Schwartz J Tales
The Thing at the Foot of the Bed and Other Scary Stories by Marla Leach J Tales
Camping by Cindy Jenson-Elliott J Sports Outdoor
A Fine and Pleasant Misery by Patrick F. McManus FIC McM
Roughing it Easy by Dian Thomas Cooking Outdoor
The Basic essentials of Trail Side Shelters and Emergency Shelters by Cliff Jacobson Sports Outdoor

Movies

The Cat in the Hat Knows a Lot About Camping DVD PIC Cat
Once I Was a Beehive DVD Qnc
Follow Me, Boys DVD Fol

Websites to Visit:

43 Family Camping Games & Activites <https://storyteller.travel/camping-games-and-activities/>
Take a Moon Walk! By Linda Butler https://www.plgrove.org/library/docs/moon_walk.pdf
Animal Track Detective! | Science for Kids <https://www.youtube.com/watch?v=XzQZS-CizAU>
Animals at Night- they're not all asleep! By Linda Butler <https://www.plgrove.org/library/docs/nocturnalanimals.pdf>
How to Skip Rocks https://www.youtube.com/watch?time_continue=50&v=LepEw8C_g9k&feature=emb_logo

At the end of the week, send us a picture or a message highlighting your favorite activity. One submission per family per week. Submissions are due by 5:00 PM Saturday, July 11. With your submission, we will enter your name in a drawing for a gift card to a local business. One prize will be awarded each week. Winners will be notified on Mondays.

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