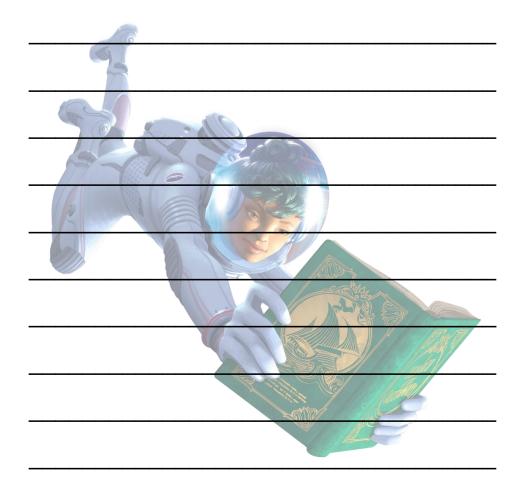
What did you read? What did you do? Where did you go?



## **Summer Reading 2019**

**Berkeley Public Library** 

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#### **Berkeley Public Library**

Central Library: 2090 Kittredge @ Shattuck (510) 981-6223 Claremont Branch Library: 2940 Benvenue @ Ashby, (510) 981-6280 North Branch Library: 1170 The Alameda @ Hopkins, (510) 981-6250 Tarea Hall Pittman South Branch Library: 1901 Russell @ MLK, (510) 981-6260 West Branch Library: 1125 University @ San Pablo, (510) 981-6270

### berkeleypubliclibrary.org/bplsummer



The 2019 Summer Reading Program is sponsored by the Friends of the Berkeley Public Library and other community sponsors: Albany Bowl, The Bay Area Discovery Museum, Fenton's Creamery, Pegasus Books, and The Stephen M. Silberstein Foundation.



# A Universe of Stories!

You can sign up at any Berkeley Public Library location or sign up online at **www.berkeleypubliclibrary.org/bplsummer** The game starts **June 14, 2019** and ends **August 31, 2019**. One finishing prize per reader. All prizes are while supplies last.

## WHAT to READ and WHERE to FIND IT



- Come to the Berkeley Public Library for great reading suggestions.
- When the library is closed, go to our website for curated book lists for babies up to students in the 8th grade. https://www.berkeleypubliclibrary.org/kids/books-kids
- Use your library card to find more great books on our website
  with **Novelist K-8 Plus**.

https://www.berkeleypubliclibrary.org/explore/elibrary/novelist-k-8-plus

 Check out the Library's free downloads! Use your library card to download emagazines from Flipster, and borrow eaudiobooks and ebooks from Overdrive, Hoopla, and Enki. https:// www.berkeleypubliclibrary.org/explore/elibrary/downloads-streaming

# Have Fun!

www.berkeleypubliclibrary.org/bplsummer

How to Play—There are 30 boxes on the grid below.

### Fill in a box each time you:

- Read a book or an ebook for 20 minutes or
- Listen while someone reads to you for 20 minutes or
- Listen to an audiobook for 20 minutes or
- Visit any library or
- Attend a library program or
- Achieve a learning goal that you have set!

Bring your completed game card to the library and pick up your prize!

