

Be Creative @ Your Library

Summer Reading Program Ideas

2009 Collaborative Summer Library Program Manual
Resources and Ideas, 101 Summer Reading Ideas,
Community Resources, Webliography, Misc. Ideas

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Community Resources



IDAHO COMMISSION ON THE ARTS:

The official state agency for the support and development of the arts in Idaho. The Commission promotes artistic excellence, education in the arts, access to the arts for all, and community investment in the arts. Here are just a few ICA resources:

- The Folk & Traditional Arts Program: Folk arts are the shared cultural expressions in families, communities, ethnic and occupational groups, tribes, regions, or religions; and are passed on informally, one generation at a time, through oral tradition and practice.
 - List of Folk Artists in your area: <http://www.arts.idaho.gov/folk/fdirectory.aspx>
- List of Non-profit Art Organizations in your area: <http://www.arts.idaho.gov/community/non.aspx>
- Public Art in Idaho, an interactive map: <http://gis.idaho.gov/idahopublicart/>

IDAHO ART MUSEUMS, NON-PROFIT ART ORGANIZATIONS & ART CENTERS

Art Museums

- Appaloosa Museum (Moscow) <http://www.appaloosamuseum.org/cms/default.asp?contentID=1>
- The Art Museum of Eastern Idaho (Idaho Falls) <http://www.theartmuseum.org/>
- The Boise Art Museum <http://www.boiseartmuseum.org/>
- Eagle Rock Art Museum and Education Center (Idaho Falls) <http://www.eaglerockartmuseum.org/>
- Idaho Historical Museum (Boise) <http://www.idahohistory.net/museum.html>
- Museum of Idaho (Idaho Falls) <http://www.museumofidaho.org/>
- Museum of North Idaho (Coeur d'Alene) <http://www.museumni.org/>

University Art Museums and Art Galleries in Idaho

- BSU SUB Gallery <http://sub.boisestate.edu/in/gallery.cfm#http://sub.boisestate.edu/in/gallery.cfm>
- Idaho Black History Museum <http://www.ibhm.org/>
- Center for Arts & History (Lewis-Clark State College, Lewiston) <http://www.artsandhistory.org/>
- Idaho State University - Minds Eye Gallery (Pocatello) <http://www.isu.edu/union/gallery/>
- Herrett Center for Arts and Science (College of Southern Idaho, Twin Falls) <http://herrett.csi.edu/>
- Prichard Art Gallery (U of Idaho, Moscow) <http://www.uiweb.uidaho.edu/galleries/>
- University of Idaho Galleries (Moscow) <http://www.uiweb.uidaho.edu/galleries/>

Idaho Art Centers

- Eagle Rock Art Museum and Education Center (Idaho Falls) <http://www.eaglerockartmuseum.org/>
- Pocatello Art Center <http://www.pocatelloartctr.org/>
- Sun Valley Center for the Arts (Ketchum) <http://www.sunvalleycenter.org/arts/>
- Willard Arts Center (Idaho Falls) <http://www.idahofallsarts.org/>

Idaho Non-Profit Art Organizations

- ArtFaire (Boise) http://www.artfaire.org/artfaire_public/home.cfm
- Buhl Arts Council <http://www.buhlartscouncil.org/>
- Idaho Commission on the Arts <http://www.arts.idaho.gov/>
- Idaho Falls Arts Council <http://www.idahofallsarts.org/>
- Idaho Humanities Council <http://www.idahohumanities.org/>
- Idaho State Historical Society <http://www.idahohistory.net/>
- Idaho Watercolor Society <http://www.makart.com/iws/>
- Magic Valley Arts Council (Twin Falls) <http://www.magicvalleyartscouncil.org/>
- Moscow Arts Commission <http://www.moscow-arts.org/>
- Mountain Home Arts Council <http://www.mharts.org/>
- Pocatello Arts Council <http://www.pocatelloarts.org/>
- Salmon Arts Council <http://welcome.salmonartscouncil.com/index.aspx>
- Teton Arts Council (Diggs) <http://www.tetonartscouncil.com/>
- VSA arts of Idaho <http://www.ipulidaho.org/vsa/>

Art Education:

Southwest

Albertson College of Idaho, Art Department

2112 Cleveland Boulevard
Caldwell, ID 83605-4432, US
(208) 459-5313
www.albertson.edu/art/index.htm
sfisher@albertson.edu

Boise State University, Department of Art

1910 University Drive
Boise, ID 83725, US
(208) 426-1230
www.boisestate.edu/art/programs/index.html
artdept@boisestate.edu

ITT Technical Institute, School of Drafting & Design - Boise Campus

12302 West Explorer Drive
Boise, ID 83713-1529, US
(800) 666-4888
www2.itt-tech.edu/edo

East/Southeast

Bird Carving & Painting

530 East 5th North
St. Anthony, ID 83445, US
(208) 624-7717
www.WhisperingEagle.com
lcorbett@fremontnet.com

College of Southern Idaho, Fine Arts Department

315 Falls Ave
PO Box 1238
Twin Falls, ID 83303, US
(800) 680-0274, ext. 6755 or (208) 732-6755 Fax:
(208) 736-3015
www.csi.edu/l3.cfm?FineArts
mangelo@micron.net

Idaho State University, Department of Art

8th And Red Hill Rds, Box 8368
Pocatello, ID 83209, US
(208) 236-2475
www.isu.edu/departments/art/
info@isu.edu

Robert Moore Corp., Oil Painting Workshops

802 East 100 North
Declo, ID 83323, US
(208) 654-2981
rrmoore@pmt.org

North

**Lewis Clark State College, Department of
Visual Arts**

500 8th Avenue
Lewiston, ID 83501, US
(208) 799-2297
www.lcsc.edu/visualarts/
lhaapane@lcsc.edu

Makart's Gallery, Art Class

P.O. Box 2953
Coeur d'Alene, ID 83816-2953, US
www.makart.com/resources/artclass/
mak@makart.com
(208) 667-6669 Fax: (208) 659-1449

Quilter's Quest Workshops

478 Oden Bay Drive
Sandpoint, ID 83864-6499, US
208-263-1530 Fax: 208-255-5885
www.quiltersquest.com/

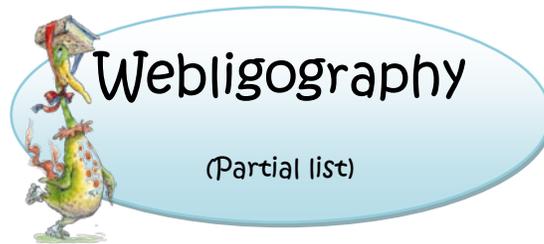
**University of Idaho - Department of
Architecture**

Moscow, ID 83844, US
(888) 8-UIDAHO
www.aa.uidaho.edu/arch/
arch@uidaho.edu

University of Idaho, Art Department

Moscow, ID 83844, US
(208) 885-6976 Fax: (208) 885-9428
www.uidaho.edu/art/
sallymac@uidaho.edu

Idaho Art Galleries: *(check local yellow page listings)*



For more web resources see

<http://libraries.idaho.gov/page/summer-reading-resources>

Eventbrite

Online registration for your summer reading program. <http://www.eventbrite.com/>

Survey Monkey

Find out what kind of programs your patrons want. <http://www.surveymonkey.com/>

101 Summer Reading Program Ideas

Michele Farley, the youth services consultant in Indiana, shares this compilation of fun and fabulous ideas!

<http://in.webjunction.org/566/articles/content/3758033>

KerPoof

A free online multimedia software that allows children to explore their creativity by drawing, making animated movies, writing and illustrating stories, producing pictures and cards, and more. <http://www.kerpoof.com/>

Artjunction

A collaborative art space for teachers and students. Has features such as "art sparkers," galleries, class resources, and more... <http://www.artjunction.org/index.php>

Booklyn

PDF files that includes instructions and lessons for several bookmaking techniques.

<http://www.booklyn.org/education/000240.php>

Tux Paint

An open source, easy to use, drawing and painting program for young children (ages 3 and up) that you download for free. <http://www.tuxpaint.org/>

Imagination Factory's Trash Matcher

What can you make with garbage such as brochures, aluminum foil, bottle caps, cardboard tubes, old calendars, etc.? <http://www.kid-at-art.com/htdoc/matchtmp.html>

Wordle

A toy for generating "word clouds" from text that you provide. The clouds give greater prominence to words that appear more frequently in the source text. You can tweak your clouds with different fonts, layouts, and color schemes. <http://www.wordle.net/>

Concert Ticket Generator

Make your own virtual concert ticket! Use them for programming, incentives or special events. <http://www.says-it.com/concertticket/index.php>

Duct Tape websites

The Duck Tape Club, www.ducktapeclub.com; The Duct Tape Guys how to make It Yourself with Duct Tape, www.octanecreative.com/ducttape/howto; Young Adult Professionals Page, <http://yapp.us/DuctTape.html>

More... <http://libraries.idaho.gov/page/summer-reading-resources>

CSLP 2009 Program Manual



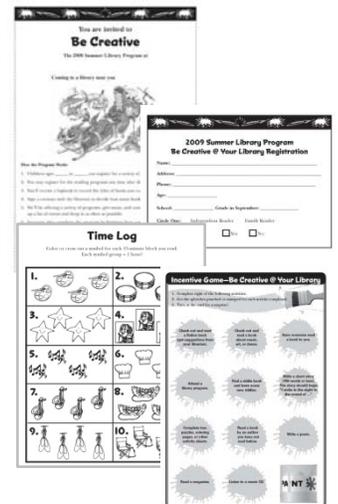
2009 Summer Library Program Planning Time Line (p.9):

- Fall 2008: Program manuals arrive! Begin collecting ideas and brainstorm with staff/other librarians.
- January – March: Contact possible performers/artists
- February – March: Call schools to schedule visits in the spring
- April: Finalize details of programs in order to prepare promotional materials. Contact local businesses and organizations for sponsorship support.
- May: Visit schools, mail/distribute promotional materials
- June: Have fun!

Chapter I Planning	
Look and Organize	p. 9
Planning Programs for Different Age Groups	p. 9
Planning by Reading Periods	p. 9
Working with Budgets	p. 9
Working with Staff	p. 9
Working with Parents	p. 9
Working with Schools	p. 9
Working with Community	p. 9
Working with Volunteers	p. 9
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Working with the Stars	p. 9
Working with the Planets	p. 9
Working with the Galaxies	p. 9
Working with the Universe	p. 9

Questions to ask:

- How will we register participants? (time span, location, paper/electronic, webform) (p.9)
- How does a child meet the requirements for “completion?” (p.9)
- How will children document and report their books read/time spent reading? (p.10)
- What incentives will we offer for achievement? (p.10-11)
- **What programs will we offer, to which age groups, and how often? (p. 12)**
- How will we evaluate the success of our summer reading program? (p. 13)



Programming resources:

- Planning form (p. 19)
- Calendars (p. 21-34/ CD)
- Presenters: letter, contract (p. 43-44)
- Surveys: Needs Assessment

**2009
Program Planning Form**

Name: _____ Title: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone: _____

Library Address: _____

Library Phone: _____

Library Fax: _____

Library Email: _____

Library Website: _____

Library Hours: _____

Library Services: _____

Library Staff: _____

Library Budget: _____

Library Goals: _____

Library Vision: _____

Library Mission: _____

Library Values: _____

Library Philosophy: _____

Library Vision Statement: _____

Library Mission Statement: _____

Library Values Statement: _____

Library Philosophy Statement: _____

Library Vision Statement: _____

Library Mission Statement: _____

Library Values Statement: _____

Library Philosophy Statement: _____

NEEDS ASSESSMENT

THIS INSTRUMENT IS INTENDED TO BE USED AS A GUIDE TO IDENTIFY THE NEEDS OF THE COMMUNITY AND TO DEVELOP A PLAN TO MEET THESE NEEDS.

Name of the Organization: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone: _____

Library Address: _____

Library Phone: _____

Library Fax: _____

Library Email: _____

Library Website: _____

Library Hours: _____

Library Services: _____

Library Staff: _____

Library Budget: _____

Library Goals: _____

Library Vision: _____

Library Mission: _____

Library Values: _____

Library Philosophy: _____

Library Vision Statement: _____

Library Mission Statement: _____

Library Values Statement: _____

Library Philosophy Statement: _____

Library Vision Statement: _____

Library Mission Statement: _____

Library Values Statement: _____

Library Philosophy Statement: _____

Some Ideas for Drama

Chapter 4
Ham It Up!

We could devote a whole semester to drama and storytelling, but as we are limited in our chapter, we'll try to represent as many ideas as possible. Even if drama isn't your strength, there are lots of program ideas that you can easily (and cheaply) do with children at your library.

You can also make a real effort to partner with area performers or performing arts groups for fine arts programming. Most communities have drama groups, puppeteers, or acrobats. We work with area performers and we love to help you "Ham it up."

Collaborate! Make your library a performing art space to use not just on this season. Participating in creative drama activities helps children develop social cooperation, communication, creative expression, and more.

We hope you'll find the following ideas fun.

Resources	p. 163
Program Ideas	p. 167
All Jans In (Kids/Toddlers)	p. 167
Car and Mouse (Pre, Pre)	p. 168
Let's Shine (Pre)	p. 169
Creative Play (Old)	p. 170
Tell a Tale (Pre, Inter)	p. 171
The Big Whopper Crossover (Inter)	p. 171
Puppet Play: The Three Little Fishies and the Big Bad Shark (All Ages)	p. 172
Theater Games (Inter)	p. 172
Quick, Take Home Ideas to Inspire You	p. 174

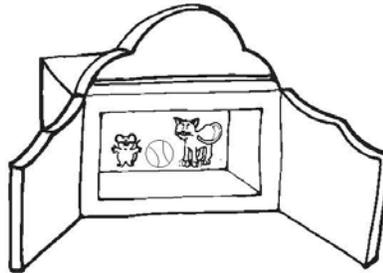
Chapter 4: "Ham it Up!"

Program ideas:

- *Creative Play (p. 170)*: Create a Game- families must create a game in which M&Ms or Skittles, and other craft supplies are used.
- *Tell a Tale (p. 171)*: Participants make up a spooky tale, then create finger puppets to tell it.
- *Human Bingo (p. 173)*: Great for getting acquainted!
- *Kamishibai (p. 174)*: Japanese art of storytelling, using large-format pictures with the story on the back. See www.kamishibai.com/index.html.

Ham It Up!

Reproducibles	p. 177
Car and Mouse Finger Puppets	p. 177
Family Fun Page: Puppet Show! (English and Spanish)	p. 179
Family Fun Page: Star Light (English and Spanish)	p. 183
Finger Puppet Patterns	p. 187
Script and Patterns for "Three Little Fishies"	p. 189
Puppet Play	
Human Bingo	p. 205
Oh With the Show Crossword	p. 209
Answer Key	p. 211



- *Teach a story (p. 174)*: Introduce children to the fun of telling stories themselves, using short stories such as "The Wide Mouth Frog."
- *Partner with local groups to put on a show at your library, or*
- *Put on a show enlisting the help of teens and tweens! (p. 175)*

Human Bingo

Name: _____

Go around and collect the signatures of kids who fit in these bingo squares.

Has a sister	Was born in this town	Has been in a play
_____	_____	_____
Has brown eyes	Favorite class is art	Can sing
_____	_____	_____
Can play a musical instrument	Knows how to whistle	Likes to read
_____	_____	_____

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Human Bingo

Name: _____

Go around and collect the signatures of kids who fit in these bingo squares.

Has a brother	Has played bingo before	Knows how to whistle	Has a pet cat	Has two sisters
_____	_____	_____	_____	_____
Has curly hair	Likes to play board games	Has brown eyes	Has acted in a play	Is left-handed
_____	_____	_____	_____	_____
Has a pet goldfish	Plays soccer	Likes hip hop music	Has flown in an airplane	Has gone to camp
_____	_____	_____	_____	_____
Likes to read mysteries	Has been stung by a bee	Knows your state bird	Was not born in this state	Knows how to swim
_____	_____	_____	_____	_____
Likes to dance	Collects something	Has a clothesline in their yard	Likes to read fantasy books	Has blond hair
_____	_____	_____	_____	_____

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Some Ideas for Visual Arts

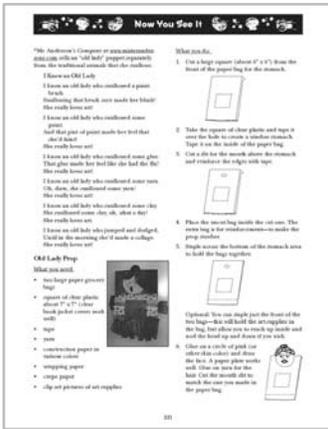
Chapter 5: "Now You See It"

Program ideas:

- Art and Photography Contest Kickoff (p. 220): Give kids the opportunity to promote the Be Creative theme by starting off with a contest. Pass out rules when visiting schools in the spring, and display the artwork as it comes in. Staff or local artists can judge the contest and prizes can be awarded.
- Arts and Crafts Show (p. 220): Display artwork created by kids during summer reading programming. Consider partnering with local 4-H groups who are working on Fair projects.

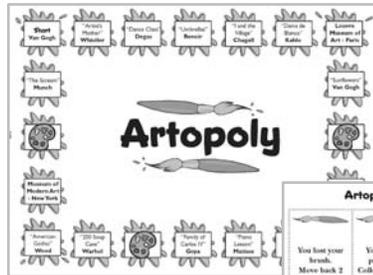


Now You See It	
The Arts Showcase Club (PK, Int)	p. 226
Preserve Your Face: Make a Quill (PK, Int, Family)	p. 226
The Health Dash: Soccer Passing Fidgets (PK, Int)	p. 226
Excluded Science (PK, Int)	p. 226
Games: Numbers of Patzer's Cove (All Ages)	p. 231
Games: Snuggles (PK, Int)	p. 232
Quick Labels: More Ideas to Inspire You	p. 233
Reproducible p. 235	
Family Fun Page: Five Little Paintbrushes (English and Spanish)	p. 235
Family Fun Page: Bagger Books (English and Spanish)	p. 239
Family Fun Page: Snacks and Food Book (English and Spanish)	p. 243
Go! Go! Word Search	p. 247
Artspicy Games: Board and Cards	p. 249
Family Fun Page: Funbook Quilt (English and Spanish)	p. 257
Mad Lib: The Marmosets	p. 261
Answer Key	p. 263



- I Know an Old Lady (p. 221): "I know an old lady who swallowed a paint brush. Swallowing that brush sure made her blush! She really loves art!" Make this Old Lady prop from these easy directions, post the song on the back, and put art items in her mouth and into her stomach. Cute!

- Games (p. 233): Host a family game night, with these Creative favorites: Pictionary, Sculptionary, Cranium, Color/Shape/Texture Bingo, CandyLand, Artopoly (p. 232), and others.
- Regional Art (p. 234): Draw upon local talent to host workshops in photography, animation, weaving, pottery, beading, jewelry-making, quilting, textiles, painting, collage, printmaking, sculpture, carving, bookmaking, drawing, scrapbooking, henna, duct-tape- others?
- Chalk Art (p.234): Take storytime outside and let kids re-tell the stories with sidewalk chalk. Or simply have chalk available during program hours for kids to add to sidewalk murals outside the library!



Artopoly Possibility Cards			
You lost your brush. Move back 2 spaces.	You need a painting! Collect 1 set of colors.	Your photograph won a blue ribbon at the county fair. Collect 3 blues.	You drew a picture of your dog and people thought it was a cow. Go to the Paintionary!
You won a scholarship to Art Camp. Go directly to Van Gogh.	You created a framed using words. Collect 2 blues and 2 yellows.	You used a permanent marker to draw on your states. Go to the Paintionary.	You discovered a new color. Go directly to Van Gogh.
You started while sculpting and shipped the same off your statue. Put one of each color to the pot.	You drew a self portrait and people recognized you. Collect 3 reds.	Go directly to Van Gogh!	Go directly to the Paintionary!



Some Ideas for Dance/Movement

Chapter 6: "Dance and Move"

Program ideas:

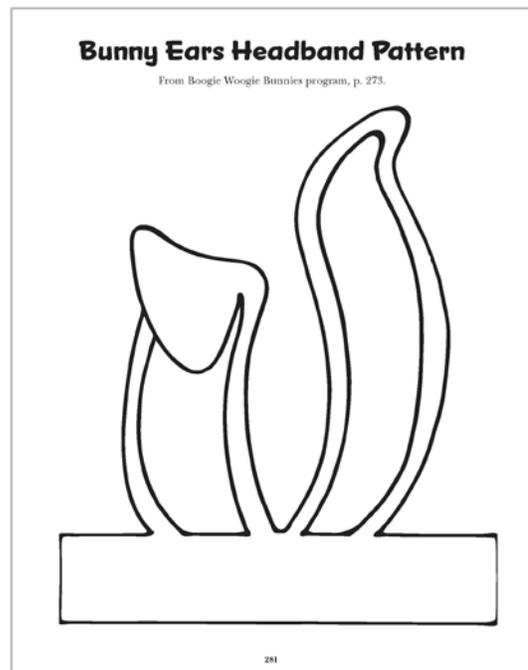
- Chicken Dance, Bunny Hop, Hokey Pokey (p. 272-3): Great for programming breaks and stretches!



- Cheers! (p. 273): Invite local cheerleaders and their coach to the library for a workshop or program demonstration. Maybe even create a new cheer for the library!
- Dance Party (p. 273): Find a dance leader to teach fun moves, or just hang up the mirrored ball and play some classic dance favorites. Fun for the whole family! Try theme nights, such as Hip Hop, Disco, Sock Hop, Country Line Dancing, Square Dancing, Salsa Night, etc.
- Dance Workshops: As above, only for specific age groups.
- Martial and Movement Arts (p. 275): Workshops or show-and-tell from local instructors, including Karate, Taekwondo, Tai chi, and yoga.
- End-of-Summer Parade (p. 275): For your finale, have a parade- around the library, through a park, down your main street. Consider having sections of the parade, based on programs that were presented: Rhythm Band; Dancers; Cheerleaders; Marchers; Clowns, Actors...



Chapter 6	
Dance and Move	
<i>If you can talk, you can sing; if you can walk, you can dance.</i> African patterns	
Ballet, Boogie Woogie, dragging, whirling, hip-hop, folk dancing, step dancing ... there's tons of music around when you dance. But there is more to moving than dance. Cheerleaders move, marching band move, martial arts players move. So, get your young patrons moving around during the summer using the ideas in this chapter.	
Resources	p. 267
Program Ideas	p. 271
March Is Our Kick-off (All Ages)	p. 271
Jarvis Jiggle (Pre)	p. 271
Chickens Cha Cha Cha (Pre, Pr)	p. 272
Boogie Woogie Bunnies (Pre, Pr)	p. 272
Cheer! (Pr, Int)	p. 273
Dance Party (Pr, Int)	p. 273
Hip-Hop (Int)	p. 274
Inside a Ballerina (Pre, Pr, Int)	p. 274
Capoeira (All Ages)	p. 274
End-of-Summer Parade (All Ages)	p. 275
Quick Tunes Music Ideas	p. 275
Reproducible	p. 277
Dancing Chicka Coloring Page (English and Spanish)	p. 277
Bunny Ears Headband Pattern	p. 281
Bunny Hop Coloring Page (English and Spanish)	p. 283
Family Fun Page: Move to the Music	p. 287
Dance Word Pool	p. 289
Answer Key	p. 291



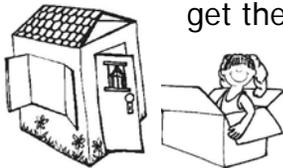
Some Ideas for Free Play

Chapter 7	
Free Play	
Box Bonanza (p. 298-299, 302)	298
Squiggle Drawings (p. 300)	300
Pretzel Stick Puppets (p. 301)	301
Garbage Games (p. 301)	301
Recycled Fashion Show (p. 305)	305
Poetry Palooza (see pages 305-306 for details)	305
Duct Tape Party (p. 307)	307

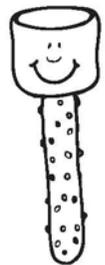
Chapter 7: "Free Play"

Program ideas:

- **Box Bonanza (p. 298-299, 302):** What can you do with a cardboard box? *The Cardboard Box Book*, by Danny Walsh and *Not a Box!*, by Antoinette Portis are two great books to get the ideas flowing. Box play can be incorporated into story times for all ages, can be the focus of a craft program, or can be a fun event for families.



- **Squiggle Drawings (p. 300):** Children use the squiggle as the beginnings of an imaginary animal, then give it a name. School-age children can write a story about their squiggle animal.
- **Pretzel Stick Puppets (p. 301):** What kinds of puppets can kids make with large pretzel sticks and marshmallows? A great way to end a program!
- **Garbage Games (p. 301):** A great inter-generational activity! The book *Junkyard Sports*, by Bernie DeKoven, is a great inspiration to get things started. Gather materials such as socks or pantyhose, wooden spoons, balloons, rubber bands, tape, empty soda bottles, rope/string/yarn, buckets or trashcans, etc. Following the guidelines, participants can create and play their own made-up games.
- **Recycled Fashion Show (p. 305):** Along the same lines as the Garbage Games program, this activity was inspired by the book *What Can You Do With a Paper Bag?*, by Judith Cressy. Kids can design and create their own fashions from recycled materials, then have a fashion show to display their costumes.
- **Poetry Palooza (see pages 305-306 for details):** So many poetry ideas! Haiku Stir-Fry, Poegami, Bad Libs, Velcro Poetry and more. Also consider enlisting the help of local poets to hold poetry slams, or incorporate technology and hold Wordle events for tweens and teens (see Webliography).
- **Duct Tape Party (p. 307):** Duct tape now comes in over 25 colors, and is one of the hippest new trends for teens and tweens.



Take Home: Not a Box!
Get a box! What could you do with it? It could become a puppet, a house for your puppets, a car—the sky's the limit! Here's one idea to get you started!

Tissue Box Puppet
Make a cool hand puppet out of a rectangular tissue box.

1. Cut across the middle and down the sides (but not the bottom!) of your tissue box.
2. Fold the bottom of the box in half. The two halves now form pockets for your fingers and thumb.
3. Cover your tissue box with paper or paint, add big wiggly eyes or streamer ball whiskers for even bigger eyes, add teeth or a tongue (or both)—use your imagination! What will your puppet be? An alligator? An alien? You decide!

Squiggle Drawing
Use the squiggle below to draw an imaginary animal. Give your animal a name. Can you tell a story about your animal?

Garbage Games!
Use one or more of the materials provided to invent a game.

Rules

1. Everyone in the group should be able to play this game, no matter their age, age, or abilities. If the game excludes someone, change a rule or a procedure so that everyone can play.
2. You can use any of the materials provided in any way that you want, as long as nothing of value (including people) gets hurt or damaged.
3. If the game gets boring, change a rule!
4. The game should be fun.

Seven Ways to Make Games More Fun

1. If there are no rules, add a third or take one away.
2. Every now and then, change rules.
3. If there are no rules, take them together (1, 2, 3, GO!).
4. If you're keeping score and someone wins, keep playing until you find a second winner, a third winner, etc.
5. If it's not fun, change it. Add another ball, or a rule, or a goal, or take a rule away or change a rule or invent a rule from another game or add a whole game and play them both at once, or do something else.
6. If it's still not fun, change yourself. Try it with your eyes closed, or with your non-dominant hand or to yourself to someone else...
7. If it makes the game better, cheat!

(From: Junkyard Sports by Bernie DeKoven, Junkyard Sports, 2004, Page 16.)

Our Garbage Game is called: _____

Here is how you play:
