

**Daisy 5 Flowers, 4 Stories, 3 Cheers for Animals!
Take Action Project Sample Sessions: Book Worms**

The issue of illiteracy affects people of all ages. Americans have made a commitment to literacy through their support of reading and tutoring programs in community centers, libraries, schools and the workplace. For girls who are beginning to read themselves, sharing the joy of books is a tremendous service.

Session 1

Favorite Books—*explore the joy of reading*

Session 2

Bookmarks—*create bookmarks to donate*

Session 3

Delivery—*meet people and visit the library*

Session 4

Book Worms—*share enthusiasm for books and reading*

Session 1: Favorite Books

Objective: Introduce the importance of books and reading in everyday lives.

Time Allotment: 45 minutes

Materials Needed:

- Age appropriate books

Prep Needed:

1. Ask girls to bring their favorite books to share.
2. Check books out from the library and offer a pile of books from which girls can choose.

Discussion and Sharing Circle:

1. Ask girls to describe books. What is a book? What is in a book? Why are books important?
2. What are their favorite books? Why?
3. Spend some time reading books to the group or having girls read to each other in pairs. They can make up stories from the pictures or talk about why they chose that particular book.

Session 2: Bookmarks

Objective: Create bookmarks to donate to people who read.

Time Allotment: 45 minutes

Materials Needed:

- Varies depending on bookmark project.

Prep Needed:

Choose one of the following projects for making bookmarks and prepare materials.

Discussion and Activity:

1. Ask girls:
 - What is a bookmark? It is something to mark your place in a book
 - Where do people read that they may like to use bookmarks? In the library

- Where is the local library? Where is the school library?
 - Would people like to have new bookmarks?
2. Explain how you will make bookmarks for people and visit the library to distribute the bookmarks.
 3. Use one or more of the following ideas for making bookmarks or your own craft ideas.

Bubble Print Paper

Adapted from a project by Virginia T. Peterson

Materials Needed:

- Tempera or acrylic paint (darker colors work best)
- Bubble-blowing liquid
- Straws
- Flat pans large enough to hold your paper size (such as clear, plastic donut or baked goods containers)
- White or pastel paper, the thicker the better—half or quarter sheets work best
- Newspapers to cover your work surface and to place underneath finish prints while they dry
- Contact paper

Directions:

1. Lay out the newspapers to cover your work area.
2. Pour bubble liquid into the pan to a depth of approximately 1/4" (1 cm).
3. Stir in thoroughly one to three teaspoons (5-15 ml) of paint, depending on the size of your pan.
4. Insert the end of the straw into the liquid and blow very gently to make bubbles covering the surface of the liquid. Or, stir the liquid with the straw to make smaller bubbles. It works best to blow fresh bubbles before each print is made.
5. Holding a piece of paper by the edges, lay it down on the surface of the bubbles, pressing down slightly to pop some of the bubbles. Don't let go of the paper or let it touch the liquid.
6. Lay the paper face up to dry. If girls don't like how it turned out, they can print the paper over again one or more times, or even use a different color of paint.
7. To prevent curling, flatten the paper underneath books after it dries.
8. After drying, cut into strips and cover in contact paper for sturdier bookmarks.

Button Bookmarks

Materials Needed:

- Dental floss, heavy thread or thin ribbon
- Buttons (with a minimum of two holes)

Directions

1. Select buttons for the bookmark.
2. Lace floss, thread or ribbon through two holes in each button causing the buttons to lay flat.
3. Tie off the ends.

Artwork Bookmarks

Adapted from a project by Janet LaFara

Materials Needed:

- Artwork finger paintings, magazines pictures, old calendars, etc.
- Clear contact paper
- Scissors
- Ruler
- Pencil
- Bookmark templates made from a sturdy material such as cardboard or Styrofoam trays.

Prep Needed:

1. Collect artwork or arrange for a finger painting session beforehand (allow enough time for finger paintings to dry).
2. Create templates based on the following dimensions:
 - Bookmark template: 1/2" by 5" (4 cm by 12 cm)
 - Contact paper template: 2" by 5 1/2" (5 cm by 13 cm)

3. Spread out the artwork on a table.

Directions

1. Choose the artwork to make the bookmarks.
2. Using the templates, trace the rectangle on the back of the artwork.
3. Cut out bookmark carefully.
4. Using contact paper templates, cut out contact paper to cover each bookmark that is 1/2" (1 cm) wider and longer.
5. Remove backing from one piece of contact paper and carefully center artwork rectangle on sticky side. Press down.
6. Remove backing from the other piece of contact paper and carefully place on other side of artwork, making a sandwich.
7. Air bubbles can be smoothed out using the edge of the ruler.
8. If the edges of the contact paper are not even, they can be trimmed slightly after drawing a new straight line as a guide.

Session 3: Delivery

Objective: Girls will meet people and become familiar with the library while donating their bookmarks.

Time allotment: 45 minutes

Prep Needed:

- Arrange a visit to the library.

Site Visit:

Visit the library. Girls may want to talk to the librarian and pick out a place to put their bookmarks for people to take. Or, they may want to hand deliver bookmarks to someone they meet in the library. Introduce the girls to the library if they haven't already been there. They may like to stay for a story hour or to look at the books.

Session 4: Book Worms

Objective: Girls share enthusiasm for books.

Time allotment: 15 minutes

Materials Needed:

- Music, a bell or clapping—any sound that may be started and stopped repeatedly

Game:

This is an active reflection game.

1. Choose a girl to be the "librarian."
2. All girls should lay on the floor.
3. When the music starts, all the girls must wriggle around on the floor and be "book worms." The girl who is the "librarian" walks among the "book worms."
4. When the music stops, the "librarian" chooses a girl who must shout out the name of a book.
5. That girl then becomes the "librarian," the librarian becomes a book worm and the game continues when the music starts again.