FREE!

SUMMER BOREDOM BUSTER

A TEEN ZINE
TOP GRAPHIC LIT OF THE YEAR (SO FAR)

Smile
Raina Telgemeier

Heartstopper (Vol. 2)
Alice Oseman

Displacement
Kiku Hughes

Himawari House
Harmony Becker

The Magic Fish
Trung Le Nguyen
Drama
Raina Telgemeier

Cheer Up!
Crystal Frasier

Heartstopper (Vol. 1)
Alice Oseman

The Legend of Korra:
Ruins of the Empire
Michael Dante DiMartino

Huda F Are You
Huda Fahmy
DESIGN A GAME

Making a physical board game is a good first-step before jumping into making a video game. It gives you the opportunity to practice each stage of the game-making process before learning code.

Ask yourself the following questions:
How do you win?
How do you lose?/Can you lose?
What are the instructions/rules?
What do the players do?
What is the game called?
What is good about your game?
What could be improved about your game?

Materials Needed
Dice, paper, pens, pencils, scissors, etc.

Game Examples
Go Fish, Monopoly, Catan, etc.

You can do this activity whether or not you apply for Coding Camp.
JULY 24 - 28 | 10AM - 5PM
THE HIVE® | 2904 E. SPRAGUE

CODING

LEARN THE FUNDAMENTALS OF GAME-MAKING IN UNITY AND LEAVE THE CAMP WITH A FUNCTIONING VIDEO GAME.

SPACE IS LIMITED.
LEARN MORE AND APPLY HERE.
Let’s Write!

1. Begin a poem with, “In my garden, I plant,” and list objects planted that are NOT plants or seeds — like books, pens, starlight, memories, anything you want. Write about what you feel standing in such a garden, and what might grow from the soil here.

Say in the poem what your garden looks, smells, feels like (textures), sounds like, even tastes like.
Summer is a great time to work on creative projects. Get imaginative with this and practice your creative writing with the following prompts:

2. Write a paragraph where you speak to your shadow. Then write another paragraph where your shadow speaks to you. How does your shadow’s voice sound different from your own?

Think about what you might want from your shadow and what your shadow might want from you.
Week 1
June 19-25
Draw whatever makes you think of summer or what you love about summer!

Week 2
June 26-July 2
Create a self-portrait! Look at yourself in the mirror and practice drawing yourself!

Week 3
July 3-9
While outside, find items in nature and make art in their found location. Leave behind an art piece for nature to reclaim over time.

Week 4
July 10-16
Draw without looking! Look at an apple while you are drawing and focus on your movement as you draw details.
Let’s get creative and spend eight-weeks making and creating something new! Enjoy utilizing different materials to figure out what you like to work with.

**Week 5**  
**July 17-23**  
Use items either from your recycling, trash, local thrift store, or creative reuse center to make artwork with!

**Week 6**  
**July 24-30**  
Make artwork using nontraditional art materials (no pencils, markers, paints).

**Week 7**  
**July 31-August 6**  
Make a useless tool! Remove the function for a tool, or make something that appears useful but doesn’t do anything.

**Week 8**  
**August 7-12**  
Draw and share your own original character!

Check out a museum pass from the library for the Museum of Arts and Culture (MAC) and check out their exhibits!
EXPLORE WITH YOUR PHONE

There are many free resources to turn your phone into a tool for environmental inquiry. Download these apps to begin exploring today!

- **PlantNet**: Snap a pic of any plant or animal you see and quickly find photos of similar plants. Also check out iNaturalist.
- **Litterati**: Pick up litter and share your finds with other de-trashing aficionados with Litterati.
- **Night Sky**: Identify the celestial bodies in the night sky with this immersive sky interpreter.
CHECK OUT THINGS @ THE LIBRARY

Get into nature with these items available in our Library of Things collection. Place a hold on them today at spokanelibrary.org!

Check Out Washington Backpacks
These packs include maps, Discover Passes for park access, and tools to learn more about Washington wildlife.

Birdwatching Kits
Includes binoculars and a bird identification guidebook.

National Geographic Metal Detector
Explore under the soil with a metal detector!

AmScope Microscope
Explore tiny environments with the prepared slides or grab some pond water for a close-up look at the magical microscopic world.
MAKE A SMARTPHONE SPEAKER

Try making a speaker for your cell phone so you can share your tunes with your friends!

What you’ll need

- Two paper or Styrofoam cups
- An empty paper towel tube or toilet paper tube
- Ruler
- Pencil
- Craft knife or box cutter

Steps

1. Use the ruler to find the center of your paper tube. Put a small pencil mark there.
2. Put the speaker of your phone on the mark you made. Use a pencil to trace around the phone base and, using a craft knife, cut out the hole.
3. Trace the end of the paper tube onto the side of each of the cups. Cut out each hole.
4. Lay the cups on their side and push each end of the tube into the holes you cut so an inch of the tube is inside the cup. Select a song to play to test your new speaker!

If your speaker isn’t holding together very well, use hot glue or tape to stabilize it.
I SCREAM, YOU SCREAM, LET’S MAKE ICE CREAM

What you’ll need
- 1/2 Cup half-and-half
- 1/4 Cup heavy cream
- 1 Tbsp. sugar
- 1/2 Tsp. vanilla extract
- 1 Pinch of salt
- 1/2 Cup of rock salt or ice cream salt
- 1 Gallon-size resealable plastic bag
- 1 Quart-size resealable plastic bag
- Many cups of ice

Steps
1. Whisk together half-and-half, heavy cream, sugar, vanilla extract and salt in a small bowl. Put it in your freezer for 15 minutes to chill.
2. Fill the gallon-size resealable plastic bag two thirds of the way with ice. Add rock salt, seal the bag, and shake.
3. Remove the cream mixture from the freezer and stir it to mix in any sugar at the bottom of the bowl. Pour it into a quart or sandwich-size resealable plastic bag and seal it well.
4. Place the smaller bag into the larger bag with the ice. Try to ‘tuck’ the smaller bag into the middle of the ice. Seal the larger bag.
5. Shake and smush the contents of the bags around for 10–12 minutes. Note: If it’s hot out, do this inside or your ice will melt before the ice cream is finished.
6. Remove the smaller bag from the bag of ice. Now you have ice cream! If it’s TOO hard, smoosh it around with your hands to soften it a bit.
7. This ice cream won’t be quite like the kind you buy, it will be less rich and creamy - but just as yummy!
DID YOU KNOW YOUR PHONE COULD DO THAT?

Your phone can do a lot of stuff you might not know about. Here are some things we think are pretty cool:

**Pedometer**
No need to buy a fancy new watch. Your iPhone’s Health app or your Android’s Google Fit app can track your steps, and it includes other helpful health-related things.

**Search Photos by Category**
When you are viewing your photos, tap the magnifying glass and type what you are looking for like food, people, pets, etc.

**Library Apps**
Check out audiobooks and eBooks with Libby and hoopla.

**Metal Detector**
Download a metal detector on the App Store or on Google Play. It can help you find little metal things dropped on the floor that are impossible to find (like rings or earrings).

**Get Home Safe**
The bSafe app can share your location with chosen contacts, schedule fake calls to sound like you are talking to someone, or make a distress call if you don’t arrive home by a certain time.

**Add Oomph to Texts**
When you send a text, hold the send button to choose an animation to emphasize your message.
Download these apps for easy access to all your favorite library resources.

Libby.
eBooks
Audiobooks
Magazines

kanopy
Films that matter
Indie Films
Documentaries
Kids Shows

beanstack
Activities
Track Books Read
Add Friends

udemy
Skills
Learning
Videos

Scan the QR code to download these apps!
Podcast Production Studio
Produce your own podcast here. We have everything you need to get started.

Recording Studio
Book this space online in 2-hour blocks for recording or as a rehearsal location.

Video Studio
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SUMMER EVENTS @ THE LIBRARY 2023
FOR MIDDLE & HIGH SCHOOLERS

ESCAPE ROOM: THE STOLEN DIAMOND
JUN 27
HILLYARD | VISIT CALENDAR FOR TIMES

ESCAPE ROOM: THE STOLEN DIAMOND
JUL 11
SHADLE PARK | SESSIONS BETWEEN 1 & 4PM

ESCAPE ROOM: THE STOLEN DIAMOND
JUL 18
SOUTH HILL | SESSIONS BETWEEN 1 & 4PM

CODING CAMP
JUL 24-28
THE HIVE® | APPLY ON OUR CALENDAR

NERF WARS
AUG 11
SHADLE PARK LIBRARY | 5 PM

NERF WARS
AUG 18
INDIAN TRAIL LIBRARY | 5 PM

NERF WARS
AUG 25
SOUTH HILL LIBRARY | 5 PM

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Track your time spent reading between June 1 and August 31 and get a free book! Track your time online at spokanelibrary.beanstack.org, and earn badges, see what your friends are reading, and write book reviews.

Or color in a star for each 20 minutes you read.

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