



Take Two: Recycling Book Jackets

by | Susan P. Couture

Got Jackets to Spare?

In my library, I only use book jackets when book covers are plain. Otherwise, if the covers are printed with the jacket images, I store the jackets in a box. While a bunch of book jackets can always make for good bulletin board decorations, I decided to give my book jacket collections new life by using them to build learning library games for my students. The games described in this article can make great review activities for many of the skills that we librarians are constantly reinforcing—and they also serve to make students better aware of titles that are new to your library. Have fun!

Hints Before You Begin

- I usually have my students play the games when they are done with book check out, or during check out if they have forgotten their books and could not take out new ones that day.
- I place three different games in the student seating area each month. When you do this, check to be sure that you have introduced the library skills necessary for each game before you put the game out that reinforces those skills! I always introduce each separate game and model how it is played.
- After three months, I start switching out

the book jackets in each game, to keep the activity fresh. Even if I don't have enough jackets to switch out all of them, I try to change as many as I can so that students can repeat the game without already knowing the answers.

- Once every six weeks or so, we have Game Day. Game Day usually falls at a time at a point where some students need catch-up time when we are writing papers, or if they have been absent from library class. For students who don't need that time, every game that applies to the skills that we have covered comes out, and we all have a great time with them!



- As you put together the games:
 - Take the jackets in each game and place them in a marked file folder with the name of the name on each folder. This keeps the jackets together for each activity.
 - Direction cards are stapled or taped to the front of each folder. Extra cards needed for the activity are placed inside the folder with the book jackets.
 - Place the folders for each game in boxes (copy paper boxes work well).
 - Put half- and quarter-sheets of paper and a can of pencils next to each game box.



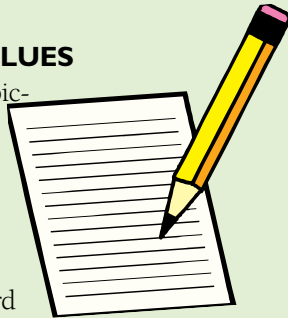
GAME 1 — FIND IT!

1. Gather all the book jackets that you have accumulated. Divide the number of jackets that you want to use into three groups: Fiction/Easy; Nonfiction, and Biography.
2. For each stack of covers, create a pile of paper scraps about 2"x3". (I use the back of recycled worksheets, cut into quarters.)
3. Laminate (if desired) old file folders, and marked them "Fiction," "Nonfiction," and "Biography."
4. Loosely tape the folders closed with masking tape.
5. Make a directions card to go with the stack of Easy covers. On it, write: "Easy Books. Use the jackets to record the call letters for each Easy Book on a scrap of paper. Then place the call letters in order as they would appear on the library shelves."
6. Make an answer key that shows how the shelf would look.
7. For an extension, write on the back of the card, "Take two or three of these scraps of paper where you have written call letters, and write down the corresponding title of the book on each. Now see if you can find that book on the shelf."
8. Repeat Step 5–6 for Biographies, with the directions card specifying Biographies in place of Easy Books.
9. For Nonfiction books, create two different charts of the Dewey Decimal system: one for fifth graders with each category divided up into ten sections (see page 4 for example), and the other for third and fourth graders featuring the ten categories and what kind of books are found in each category (see page 8 for example). On this card I wrote: "take a paper and figure out what the call numbers should be for each title, and the correct letters underneath. Two options for this activity: Place the papers in the correct order as they would be on the shelves, or write the title on the paper. Go to the shelves and see if you can find the matching title or one that would be closest to that title."
10. Create an answer key for both nonfiction charts.
11. Put the answer keys you have made in their appropriate folders.
12. Paper clip the directions cards to the appropriate file folder and put them in a copy paper box close to the student seating area.
13. Invite students to play and self-check each other!

Freebies, Doodads, & Helpful Hints

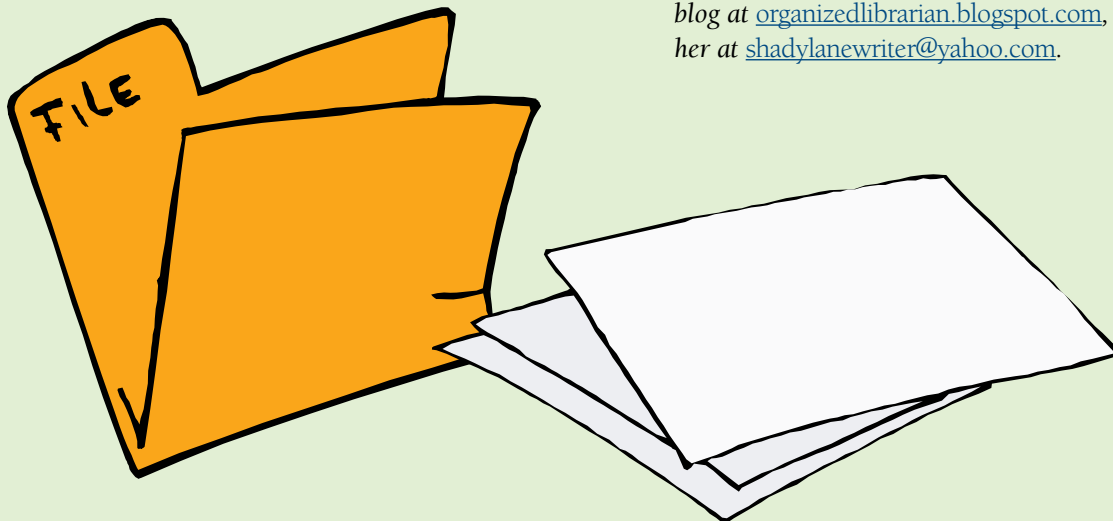
GAME 2 — JACKET CLUES

1. Pull together several picture book jackets that have characters on the front and clearly-written flap copy.
2. Create a directions card that says, "Write down the author, illustrator, and title of each book. Identify who you think is the main character in the story. Directions for extension of for grades 4-6: Read both flaps of the book jacket and identify the setting and the problem in the story."



GAME 3 — FICTION, NONFICTION, AND BIOGRAPHIES

1. Make a set of book jackets that is a mix of fiction, nonfiction, and biographies. Label and laminate 3 cards with those terms—one on each card.
2. Create a directions card that says, "Take the book jackets and place them in each category that appears on the laminated cards." (You can create a quick answer key for this if you wish. An easier version for your younger students would be to just have students divide the jackets into two categories: fiction and nonfiction.)

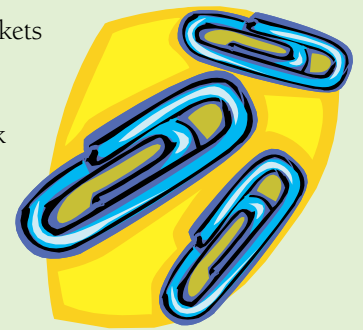


GAME 4 — GENRES

1. Collect book jackets of different genres. You might include Fantasy, Historical Fiction, Sports Fiction, and Science Fiction. Label and laminate cards with those terms written on them (one genre per card).
2. Create a directions card that says, "Place each book jacket next to the card labeled with the book's genre."
3. If desired, make an answer key for this game by placing a laminated genre card labeled with the correct genre inside each book jacket.

GAME 5 — GENRES

1. Place a series of book jackets into a file folder.
2. Create a directions card that says, "Take one book jacket to the OPAC computer. Type in the author or title. Write down the call number and title. Take your Call slip to the shelves to see if you can locate the book on the shelves."



Susan Couture lives in Beach Lake, PA and has over thirty years experience as a school library media specialist. She has also served as a children's librarian at her local public library branch, and taught at the graduate level to teachers becoming librarians. In her spare time, she writes stories for children and helpful tips for librarians and teachers. Visit her blog at organizedlibrarian.blogspot.com, or email her at shadylanewriter@yahoo.com.

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FIFTH GRADE DEWEY CHART

000s Generalities

- 010 Bibliography
- 020 Library & Information Sciences
- 030 General Encyclopedic Works
- 040 Unassigned
- 050 General Serials
- 060 General Organizations
- 070 News Media, Journalism, Publishing
- 080 General Collections
- 090 Manuscripts & Rare Books

000s

100s Philosophy and Psychology

- 110 Metaphysics
- 120 Epistemology, Causation, Humankind
- 130 Paranormal Phenomena, Occult (Ghosts, UFOs, etc.)
- 140 Schools of Philosophical Thought
- 150 Psychology
- 160 Logic
- 170 Ethics
- 180 Ancient, Medieval, Oriental Philosophy
- 190 Modern Western Philosophy

100s

200 Religion

- 210 Natural Theology
- 220 The Bible
- 230 Christian theology
- 240 Christian Moral & Devotional Theology
- 250 Christian Orders & Local Church
- 260 Christian Social theology
- 270 Christian Church History
- 280 Christian Denominations
- 290 Other & Comparative Religions (Mythology, World Religions, etc.)

200s

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FIFTH GRADE DEWEY CHART

300s Social Sciences

- 300 Sociology and Anthropology
- 310 General Statistics
- 320 Political Science
- 330 Economics
- 340 Law
- 350 Public Administration
- 360 Social Services
- 370 Education
- 380 Commerce, Communications, Transport
- 390 Customs, Etiquette, Folklore

300s

400s Language

- 410 Linguistics
- 420 English & Old English
- 430 Germanic Languages (German)
- 440 Romance Languages (French)
- 450 Italian, Romanian
- 460 Spanish & Portuguese
- 470 Latin
- 480 Hellenic Languages, Classical Greek
- 490 Languages - Other

400s

500s Natural Sciences & Mathematics

- 510 Math
- 520 Astronomy
- 530 Physics
- 540 Chemistry
- 550 Earth Sciences
- 560 Paleontology, Paleozoology
- 570 Life Sciences
- 580 Botanical Sciences
- 590 Zoological Sciences

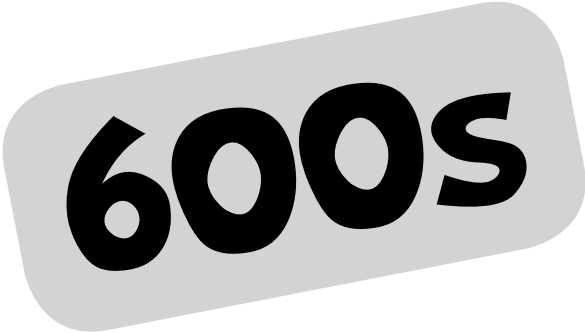
500s

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FIFTH GRADE DEWEY CHART

600s Technology

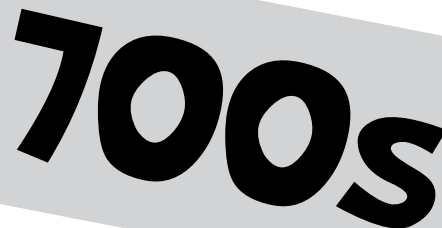
- 600 General Technology
- 610 Medical Sciences and Medicine
- 620 Engineering
- 630 Agriculture
- 640 Home Economics
- 650 Management
- 660 Chemical Engineering
- 670 Manufacturing
- 680 Manufacture for Specific Uses
- 690 Buildings



600s

700s The Arts


- 710 Civic & Landscape Art
- 720 Architecture
- 730 Plastic Arts, Sculpture
- 740 Drawing & Decorative Arts
- 750 Painting & Paintings
- 760 Graphic Arts, Printmaking & Prints, Postage Stamps
- 770 Photography & Photographs
- 780 Music
- 790 Recreational & Performing Arts



700s

800s Literature

- 810 American Literature
- 820 English & Old English Literatures
- 830 Germanic Language Literature
- 840 Romance Language Literature
- 850 Italian, Romanian Literature
- 860 Spanish & Portuguese Literature
- 870 Latin Literature
- 880 Hellenic Literatures, Classical Greek
- 890 Literatures of Other Languages



800s

Take Two: Recycling Book Jackets

FIFTH GRADE DEWEY CHART

900s Geography & History

900 World History

910 Geography and Travel

920 Biography, Genealogy, Insignia

930 History of the Ancient World

940 General History of Europe

950 General History of Asia, Far East

960 General History of Africa

970 General History of North America

980 General History of South America

990 General History of Other Areas

900s



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THIRD AND FOURTH-GRADE DEWEY CHART

000-099

Computer Science, Information, & General Works

- Computers & the Internet
- Journalism
- UFOs, Big Foot, & Unexplained Mysteries
- World Records

100-199

Philosophy & Psychology

- Astrology
- Emotions & Feelings
- Supernatural Events, Ghosts, & Other Unusual Happenings

200-299

Religion

- Greek Mythology
- Religious Works
- World Religions

300-399

Social Sciences

- Environment
- Fairy Tales & Folktales
- Government
- Holidays
- Social Problems
- Transportation

400-499

Language

- Dictionaries
- Foreign Languages
- Sign Language

500-599

Science

- Animals
- Astronomy
- Dinosaurs
- Fossils
- Geology & Weather
- Planets & Stars

600-699

Technology

- Cooking
- Inventions
- Human Body
- Pets
- Space Science

700-799

Arts & Recreation

- Arts & Crafts
- Music
- Sports

800-899

Literature

- Jokes & Riddles
- Poetry & Plays
- Writing

900-999

History & Geography

- The Ancient World
- Geography & Travel
- States

