

Fun and Games in the Library

• **Keep 'em Reading** •

by | Carol Surges

Grades
K-5

Grades K-2, 3-5

Tic Tac Toe

Use this game to review all sorts of library skills including library etiquette; book care; fiction and nonfiction; the atlas, dictionary, and thesaurus; the index, the DDC, genres, etc.

Prep:

Turn the library floor into a tic-tac-toe board. Use tape, ribbon or yarn to make the lines. Make the squares large enough for one child to sit in, and be sure to secure the lines to the floor. Use pipe cleaners shaped into X's and O's, or put large 'X's and 'O's on individual, 12" square sheets of poster board and laminate. Have a list of library skill questions at the ready.

Play:

Divide the kids into an 'X' team and an 'O' team and ask the players to stand in two lines. Ask individual students a question, alternating between teams. When a student answers a question correctly, he or she should take a team letter (X or O, as appropriate), and choose a square to sit in. The player should hold the letter in his or her lap, where everyone can see it. If a player answers incorrectly, he or she must go to the end of the line. The opposite team's next player now has a chance to answer the question. If no one answers a question correctly on the first try, members of either team may guess, but no letter is given out. The first team to form three letters in a row wins!

Hint:

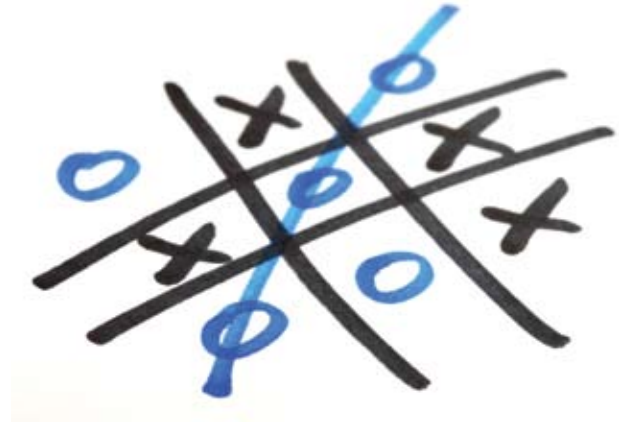
An old shower curtain, table cloth, or bed sheet can be used for a more permanent board.

Grades 4-5

Library Squares

(Similar to Hollywood Squares/
Tic-Tac-Toe)

Use this game to review reference and library skills.



Prep:

Set up three chairs facing out along one side of a sturdy library table. Choose nine students to act as Library Stars. Have three students sit on the table and three students sit on the chairs in front of the first three. Then have three additional students sit on the floor in front of chairs. Hand each Library Star a piece of paper with an 'X' on one side and an 'O' on the other. Divide the rest of the class into two teams: the Xs and Os. Have a list of library skill or reference questions at the ready.

Play:

Decide which team goes first. A member from that team must choose a Library Star. Present a question to the star. The star may either answer the question, OR make up an answer the question (it must be semi-plausible in an effort to fool the team contestant). The team member must either accept or reject the star's answer. If the team member is correct in their assessment of the answer, the star will hold up his or her X/O card, displaying the letter appropriate to contestant's team. If the contestant is wrong, the team doesn't get the square and the game continues. The first team to form three letters in a row wins!

Hint:

Insert your school name into the game title. Remember, do not use the same question for a team if the opposing team has just given the incorrect answer!

Keep 'em Reading

The Millionaire Game (Optional game titles include “Bookionaire” or “Dewey Want to be a Millionaire?”)

Use this game for all sorts of review possibilities.

Prep:

Use any of these links for a downloadable template that can be played on an interactive board:

- <http://www.netxv.net/esc/technology/InstructionalTechnology/templates/powerpoint.htm>
- <http://teach.fcps.net/trt2/activities/>

You'll also find templates for Jeopardy, Who Wants to be a Millionaire, and Hollywood Squares.

For a less automated version, use folders designated by money amounts to hold questions, or use a sentence or pocket chart. Put the questions on sentence strips. Hand student the question after it's read.

Play:

Proceed with the game similarly to the television program. Select a random student from your volunteer pool to be your first contestant. Ask him multiple-choice questions that are increasingly difficult. These questions should have monetary values assigned to them in the following increments: \$100, \$200, \$300, \$500, \$1,000, \$2,000, \$4,000, \$8,000, \$16,000, \$32,000, \$64,000, \$125,000, \$250,000, and \$1,000,000. The student may only move on to the next-highest valued question when he answers the one before it correctly. If he does not, he is out of the game and a new volunteer contestant is called. Allow the contestant to use traditional helpful lifelines, such as “Phone a Friend,” “50/50,” and “Ask the Audience.” (See Hints below for more information.) If the student answers all questions correctly, he is a Library Millionaire!

Hints:

- Have students who want to participate write their names on a slip of paper, along with the names of two students in the class that they wanted to be their ‘phone-a-friends’.
- To save time, you may want to select players and their back-ups prior to the actual game day.
- Select a student to keep scores and make the final decisions on life lines.



- Decide which lifelines you want: ‘phone a friend’, and ‘ask the audience’ work well.
- Label a candy bar “\$1,000,000” for the grand prize

Grades K-5

Library Bingo

This game can be played a number of ways, including on an interactive board. Follow this link for a 9-square or 25-square template: <http://www.elainefitzgerald.com/gametemplates.htm>

Prep:

Make your own cards. Use the nine or 16 squares for younger students. Use the 25 square model for older students.

- Give each student a card. Ask them to write one term in each square, mixing the words around well, so that no two cards are the same.

Or make your own with a spreadsheet program:

- Create a spreadsheet that has five columns across and six rows down.
- Size the rows and columns to give you the size squares you want.
- Type ‘BINGO’ or ‘DEWEY’ or ‘MEDIA’ across the top (one letter in each of the cells in the first row).
- Center the text and choose a display font for a more polished look.
- Save this as your master template.

At this point, you can enter the ‘answers’ into the cells for the game you will be playing.

- If the answers are more than one word, highlight all the answer cells and select 'Text Wrap', allowing more than one line in each cell.
- Use the 'sort' command to mix-up the answers. Vary the rows or columns to sort each time. Be sure not to sort the first row.
- Save each sort as a separate file, or simply print each sort and save the master copies.

Play:

Call out clues. Students must cover the squares on their boards that correspond to the word or phrase that you have called. When a student has an entire row covered, she should call out 'BINGO' (or any other phrase you're using).

Hint:

- Play all the varieties of BINGO (four corners, touch the free square, etc.).
- Have the students stand up to say 'BINGO' or 'DEWEY' when they complete a row.
- After the first person begins calling his/her answers back for checking, no one else may stand.
- Marker ideas: buttons, small pieces of paper, M&Ms, popcorn, raisins

If edibles are used as markers, everyone gets to eat the markers at the end!

Variations:

- Call numbers for E and F books. Give authors' names. Students should cross out the corresponding call number.
- Authors and titles
- Review library vocabulary such as circulation desk, fiction, almanac, title, publisher, CD, index, etc. Play by giving the definition and students cover the correct term.



- Book related terms such as publisher, author, title, copyright date, dedication page, illustrator, dust jacket, spine, etc.
- Dewey decimal review: Put 000, 100, etc. in squares.
- Holiday game with four library categories, such as Parts of a Book, Authors, Things in a Library, Kinds of Books, and then a holiday. For grades K-1. Use a small board with random letters. Play can be done three different ways.
- Call out the letters with the students matching letter-for-letter.
- Call a letter and have students cover up the letter that comes after the letter you've called.
- Call a letter and have students cover up the letter that comes before the letter you've called.

Additional Game Links**Crossword puzzles, word searches, hangman—all available for personalization**

- <http://www.superkids.com/aweb/tools/words/search/>

Dewey Decimal Sudoku

- <http://schoollibrarymonthly.com/articles/pdf/Montgomery2007v23n10.pdf> and answer key: <http://schoollibrarymonthly.com/articles/pdf/Montgomery2007v23n10p9.pdf>

Interactive

For more general interactive related links, try:

- http://hillside.needham.k12.ma.us/cyberventues/smart_board_activ/smart_board.htm
- <http://www.juliethompson.com/SMART.html>
- <http://gamequarium.com/languagearts.htm>
- <http://www.sheppardsoftware.com>

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Alphabet Cards (A-I)

Cut along the dotted lines.

A

B

C

D

E

F

G

H

I

Alphabet Cards (J-R)

Cut along the dotted lines.

J

K

L

M

N

O

P

Q

R

Alphabet Cards (S-Z)

Cut along the dotted lines.

