



**LET'S PLAY: GEOGUESSR** (grades 4 and up)

March 7 • 5:00 PM

Join us for some GeoGuessr games and we'll explore the world. We'll be working in teams to guess where in the world we. The closer your guess is to the correct spot the more points you win!

**CODING WITH THE MASON HACK CLUB** (grades 5-8)

March 9 & April 13 • 11:00 AM

Join the Mason Hack Club from Mason High School to learn the basics of web development using fun programs and activities. Computers and devices are provided by the library, but students are welcome to bring their own devices as well.

**TWEEN STEM: PI DAY**

March 14 • 5:00 PM

Attention all fans of mathematics and circles! Join us for fun activities to celebrate and learn all about Pi (π, 3.1415926...), the ratio of a circle's circumference to its diameter.

**RESUME WRITING WORKSHOP**

March 15 • 5:00 PM

Join us in making strides toward your professional development with Sinclair Community College in Mason! Whether polishing up your resume, or starting completely from scratch, learn to tailor your approach to market yourself successfully and showcase your skills. Bring your laptop or use one of our own.

**MINECRAFT**

March 20, April 19 & May 30 • 2:00 PM

Join us for this closed server Minecraft session moderated by library staff. This is not an instructional program. Experience in Minecraft is necessary. The event is limited to children and teens who have registered for this program. We can play in Creative mode and Survival mode during the program. Please arrive a few minutes before the start of the program.

**MANGA CLUB** (ages 12 and up)

March 22, April 5 & May 17 • 5:00 PM

**Living Room**  
Do you enjoy reading manga or have you been interested but not sure what to try first? Join us to chat on variety of our favorite manga series.

FAIRFIELD  
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Take Note:

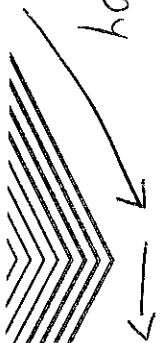
If you love dogs,  
ghosts, suspense and  
cool characters with dry  
humor ... you'll love  
Odd Thomas



FAIRFIELD  
INN & SUITES®  
MARIOTT

Take Note:

This book has everything!  
Love  
War  
Romance  
Dragons  
Magic  
Sorcery  
Evil  
Politics  
Tragedy  
and strong female characters  
all 4 written by  
a 15 year old!



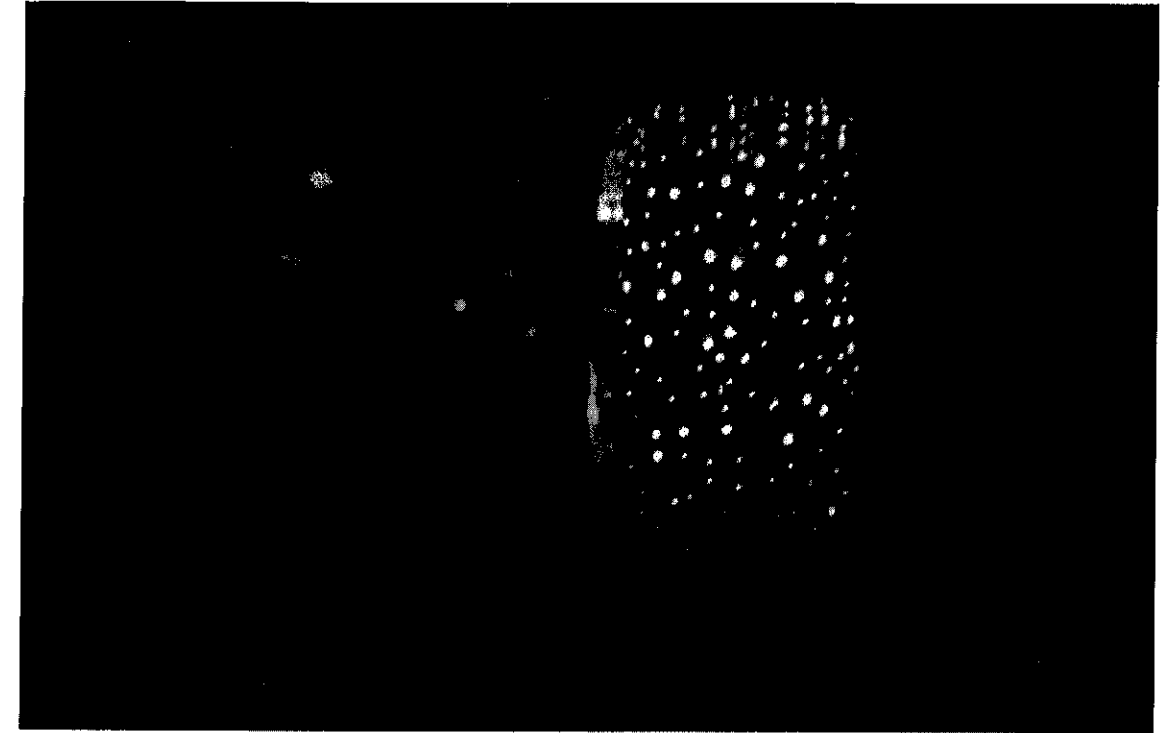
# Teen Space Themed Program

## "Draw" them in with food: Edible constellations

1. Before project draw a few constellations on black paper with white ink or chalk. Have large dots for the stars and thin lines for the connections.
    - a. Know the stories of the constellations pre-decided and be able to talk about why they are names and shaped the way they are.
  2. Have black paper set out for the teens, let them use mini marshmallows as the stars and pretzel sticks for the connections to re-create the constellations.
    - a. Allow for creativity/make their own constellations.
    - b. Encourage them telling you/everybody *Why* they chose the shape they did, what does it mean?
      - i. Make example of our constellations i.e. open book? Giant N for Nerd?
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## Mason jar constellations

1. Have teens cut out rolls of aluminum foil that will fit along the inside wall of a mason jar.
  - a. Try very hard to keep them flat and not wrinkled.
2. Lightly draw constellations (or random stars) on the aluminum foil until they are satisfied with how it looks.
3. Use pen or toothpick to poke holes where the "stars" are on the foil, this allows light to flow through and everything else be dark.
4. Place the fairy light inside the jar and the foil along the inside walls.
5. Turn on the light and seal the lid, light should come out on the walls as the "stars"



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**Fill your glass jar with a little water.**

1. Add a little tempera paint and stir.
2. Add cotton balls and then glitter.
3. Keep adding layers of water, tempera paint, cotton balls and glitter, pressing down the cotton balls with a spoon until you reach the top.
4. Screw on the lid and your Nebula Jar is all set!



### Materials Needed

- Black Paper
  - White chalk
  - Pretzels
  - Mini Marshmallows
- 
- Mason Jars with lids
  - LED Fairy Lights
  - Aluminum Foil
  - Sharp object to poke holes with like a pen or toothpick
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- Mason Jars with lids
  - Cotton balls
  - Tempera Paint
  - Glitter (optional)

Mystery in the Library Program Outline  
By Casey Binik-Thomas of MidPointe Library Monroe

- Divide the kids into 2 teams and give each participant a pamphlet with the suspects and the clues.
- There will be 6 clues. The clues will be hidden in books and materials throughout the library. The participants may use the computer with the card catalogue to find the location of their clues. Each clue found will have a hint hidden in it to help eliminate a suspect.
- The final clue will have a cypher in it to help you find the location of Shakespurr.
- First team to find Shakespurr wins!

## SUSPECTS:

### Winifred - Library patron

Winnie has been coming to the library since she was a little girl. She has always been secretly jealous of Shakespurr because when he's around, she is no longer the center of attention!



### Rosemary- Library Patron

Rosemary is a new library patron who just moved here from another state. She was kicked out of her last library for saying derogatory things about the library's mascot.



### Dexter the Duck- Runner up mascot

Dexter was the runner up in the mascot contest the library held last year. Dexter and Shakespurr were best friends before the contest. Dexter has held a grudge against Shakespurr ever since he lost the contest.



### Clarice- Library Volunteer

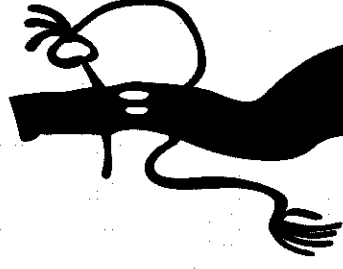


Clarice is a library volunteer. She has been volunteering with the library for the last 10 years. She and

Shakespurr love shelving books together. However, she always finds books shelved in the wrong place after he works. She feels like he needs to work on his shelving skills.

### Freddy- Library's Friendly Ghost

Freddy has been haunting this library for 50 years. He just loves to mess with Shakespurr. He constantly flips his tail when he's not looking. He also rearranges the books Shakespurr is shelving so they are in the wrong place!



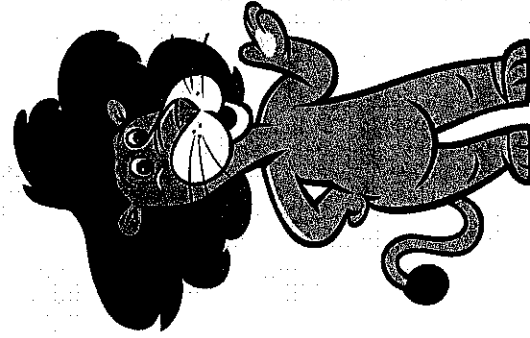
### Norman- Teen Librarian

Norman is new to the library. He is in charge of all Teen Programming. Shakespurr loves to give Norman advice about his ideas and they often butt heads. Norman just wants to be left alone.



**MYSTERY IN THE LIBRARY:**

The Kidnapping of Mr. Shakespurr



Oh, no! Someone has kidnapped the library's mascot Mr. Shakespurr! Why would anyone want to kidnap this cuddly lion? Most of the patrons and staff at the library loved him but there are six who hold secret grudges against him. We need your help to solve the mystery and rescue our beloved mascot.

**AREAS YOU MIGHT FIND CLUES:**

YA Fiction  
YA Graphic Novels  
Juvenile Fiction  
Juvenile Picture Books  
Large Print  
Sunroom  
Cafe Area  
Adult Fiction  
Adult Non-Fiction  
Outside Deck

**REMEMBER:**

\*Most of the clues want you to find a specific copy of a book. Make sure you read the **WHOLE** clue to figure out which copy you're looking for.

\*You get one hint. See Casey to take advantage of it.

\*All the clues for your team are the same color. If you happen to find another team's clue, **DO NOT** move or change it. No sabotaging, please!

\*There are other patrons in the library, so please be respectful. Besides, you don't want one of the other team to overhear what you've figured out about the kidnapping, do you?

And above all else,

**HAVE FUN!**

**Blue Team Clues:**

1. Norman just finished reading the YA Graphic Novel *Gris Grimly's Frankenstein* by Mary Shelley. Find the book on the shelf to see if he left anything behind.
2. Dexter the Duck just returned the book *The Hallo-wiener* by Dav Pilkey. He and Shakespurr used to love reading this book together. Find this J picture book on the shelf to see if he left any clues behind.
3. Clarice's favorite mystery is *Stirring the Plot* by Daryl Wood Gerber. Find this Large Print fiction book to find your next clue.
4. Rosemary always watches *Hocus Pocus* every Halloween. Find this DVD to see if she left anything behind!
5. Freddy was reading *Scary Stories to Tell in the Dark* a collection of stories by Alvin Schwartz. Find this Juvenile non-fiction book to find your next clue.
6. Winifred was getting Halloween craft ideas in the adult non-fiction book *Halloween Fun: 101 Ideas to Get in the Spirit!*. Let's see if she left any clues behind.



**Yellow Team Clues:**

1. Dexter the Duck loves Scooby-Doo movies. Find Juvenile DVD *Scooby-Doo and the Creepy Carnival* for your first clue.
2. Winnie's little sister begged her to check out the book *Vampoodle* by Joan Holub. Go to the Easy Reader section to find this book. Did Winnie leave a clue behind?
3. Freddy just finished reading *The Graveyard Book Volume 1* a graphic adaptation by P. Craig Russell. Find this book in the Juvenile Graphic Novel section to see if he left behind a clue.
4. Rosemary wanted to read a fiction book about Halloween. She just returned *Ella and Owen Book 4: The Evil Pumpkin Pie Fight* by Jaden Kent. Find this Juvenile Fiction book to find your next clue.
5. Norman loves a good mystery. He just listened to the book on cd of *The Case of the Halloween Ghost* by John R. Erickson. Find this Juvenile Audio Book to see if he left any evidence behind.
6. Clarice just read a great mystery book called *Candy Corn Murder* by Leslie Meier. This is an Adult Fiction book. Did Clarice leave any clues behind?

The kidnapper is not elderly.

The kidnapper is not friendly.

The kidnapper is human.

The kidnapper is new to the library.

The kidnapper is not a woman.

The kidnapper has hidden Shakespurr somewhere in the library.  
Use the cypher to find out where he is! T=P

csy ger jmrh wleoiwtrvv mr xli qekedmri wigxmsr

You can find Shakespurr in the Magazine section.

