



Carthage Public Library District

Read, Talk, Sing, Write, and Play with your child

(“Write” also includes other fine motor skills)

Check off each activity you do. After completing 15, bring the paper into the Library and your child will receive a rubber duck. Complete 15 more and your child will receive another duck and a free book. (Maximum 2 ducks and one book per month). **During the summer, you may choose between this program and the traditional reading log program.**

The Rubber Ducky Club program will continue year round, with a different activity sheet for each month.

R E A D	Use your finger to follow the lines of words as you read.	Read a book about colors. Find objects in room that are the same color.	Read a book about cars and trucks.	Attend a Library program.	Read a rhyming book.	Take books along and read while waiting for an appointment.	Read a book about animals.
T A L K	Put 10 small objects in a bag. Name the color as they go in and out.	Talk about things you see while walking or playing outside.	Look for and talk about things that are big and little.	Talk about the events of the day.	Talk about body parts of animals (looking at real animal, photos, or books)	Look for and talk about the moon and stars in the night sky.	Choose one color and look for and talk about things that are that color all day.
S I N G	Sing a song while picking up toys.	Dance and sing along to music.	Sing a silly song or make up silly words to a song.	Clap along to the rhythm of a favorite song.	Sing a lullaby at bedtime.	Sing “Twinkle, Twinkle, Little Star.”	Sing while you ride in the car.
W R I T E	Color or draw a picture to give to a friend or family member.	Draw outside with sidewalk chalk.	Practice writing their name (or the first letter of their name).	Tear off small pieces of paper and glue them on another to make a flower.	Finger paint with yogurt or pudding.	Practice buttoning, zipping, and snapping.	Draw a picture of a butterfly.
P L A Y	Work a jigsaw puzzle together.	Play with blocks – stack, build, count.	Pretend to be an animal.	Play at a park.	Attend a Library program and play with some friends.	Play “I Spy” on a car ride.	Play with bubbles.