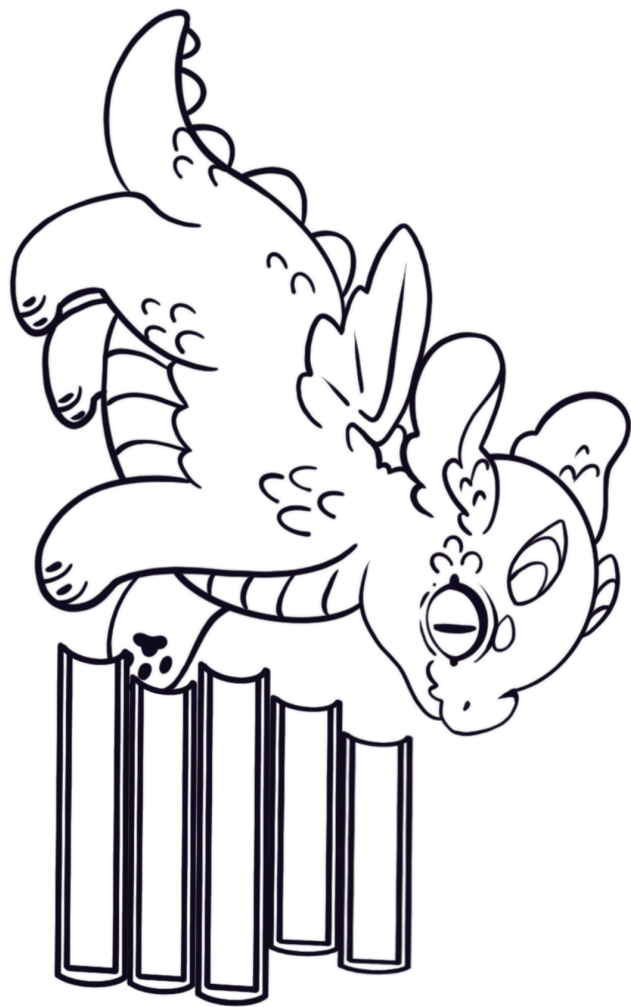


Sept - Dec 2024

Reading Dragons Tracker



15



CAMAS PUBLIC LIBRARY

GAMES

How to Score:

Each card has a color indicator and a scoring guide.



- Red beats Green
- Green beats Blue
- Blue beats Red

If you and your friend draw the same color, the older dragon wins.

October

Library Staff Initials

1 DAY				<input type="checkbox"/>
				<input type="checkbox"/>
				<input type="checkbox"/>
				<input type="checkbox"/>

You're doing great! Keep on reading, but wait until November 1 to start tracking!

READING TRACKER

How to collect cards:

- Mark 1 square on the tracker for each day you read.
- Once you've completed 4 days of reading (a full row), you can bring your tracker to the Library and pick out your cards!
- For each row you complete, you will get a set of 4 matching cards: an egg, a baby, a teen, and an adult.

1

This tracker belongs to: _____

Age: _____ Grade: _____

School: _____

Phone: _____

Email: _____

Turn in this slip by Saturday,
January 11, 2025 to receive
a prize!



14

November

Library
Staff
Initials

1 DAY				<input type="checkbox"/>
				<input type="checkbox"/>
				<input type="checkbox"/>
				<input type="checkbox"/>

You're doing great! Keep on reading, but wait until December 1 to start tracking!

5

CHECKLIST

Which ones have you collected?



Thunderbolt



Tiger



Tin Man



Twilight Sparkle



Yuyi

Special Cards



10



Dover Public Library Reading Dragons



- You can only earn 4 sets of cards each month, but don't let that stop you from reading!
- Lost cards cannot be replaced.

CHECKLIST

Which ones have you collected?



Rainbow Dash



Rarity



Red Panda



Roseglow



Rotclaw



Sadness



Scarecrow



Sleepy



S'mores

December

Library Staff Initials

1 DAY				<input type="checkbox"/>
				<input type="checkbox"/>
				<input type="checkbox"/>
				<input type="checkbox"/>

You're doing great! Keep on reading, but wait until January 1 to start tracking!

September

1 DAY				<input type="checkbox"/>
				<input type="checkbox"/>
				<input type="checkbox"/>
				<input type="checkbox"/>

Library
Staff
Initials

You're doing great! Keep on reading, but wait until October 1 to start tracking!

Rock, Paper, Scissors

- You and a friend each choose one card secretly, keeping it hidden.
- Count to 3 and flip over your cards.
- Refer to the yellow box above to see who wins.

Play this when you have several dragon cards. Make sure you write your name on your cards so you can get them back at the end of the game.

- Mix up the cards and divide them evenly between 2 players.
- Place your stack of cards face down on the table.
- Each player draws the top card on their stack and flips it over at the same time.
- If you have the same color, the oldest dragon wins.
- If your dragons are the same age then you go to war:
 - To go to war, add 2 cards face down to the pile, then play 1 more card face up.
 - If you have the same color, the oldest dragon wins.
 - If you tie again go to war until there is a winner.
 - The winner adds both cards to their win pile.
 - Play until you run out of cards.
 - The player with the most cards in their win pile wins.

CHECKLIST

Which ones have you collected?

 <input type="checkbox"/> 6 Bridges	 <input type="checkbox"/> Anger	 <input type="checkbox"/> Applejack
 <input type="checkbox"/> Aurorabelle	 <input type="checkbox"/> Barbiicorn	 <input type="checkbox"/> Cardinal
 <input type="checkbox"/> Cowardly Lion	 <input type="checkbox"/> Cozywish	 <input type="checkbox"/> Disgust

CHECKLIST

Which ones have you collected?

 <input type="checkbox"/> Fear	 <input type="checkbox"/> Joy	 <input type="checkbox"/> Lily
 <input type="checkbox"/> Melon	 <input type="checkbox"/> Orangesicle	 <input type="checkbox"/> Penguin
 <input type="checkbox"/> Pigeon	 <input type="checkbox"/> Pinkie Pie	 <input type="checkbox"/> Pumpkin Pie