



Children's Online Reading Log Instructions

Getting Started

- This program is for ages 2-11. (Ages 0-2 can do *Summer Reading for Babies*. See other side for details. Students who just completed grades 6-12 may participate in the teen program.)
- Starting June 12, go to www.monroepl.org. Go to Youth Services & click on *Summer Reading Program*.
- To register, click *Join here* and fill out all required information. (Select the school you just completed.)
- Start reading! Books, magazines, graphic novels, audiobooks, & ebooks all count.
- Go to your online reading log to record the minutes you read.
- Register once. If you forget your username or password, follow the instructions included in your registration e-mail or click on "I forgot my password" on the summer reading login page.
- The last day to enter log entries is Saturday, August 19, 2017.
- The last day to redeem prizes is Thursday, August 31, 2017.

Prizes

- Visit the library any time during the summer to claim prizes.
- Prizes must be picked up in person at one of our library branches: Hughes, Pocono Township, or Smithfields.
- Just for signing up: Visit your library to get your name added to the Wall of Fame
- 60 Minutes: *Jimmy's Ice Cream* certificate + 1 grab bag
- 200 Minutes: Small toy or book + 1 raffle ticket
- 400 Minutes: Small toy or book
- 600 Minutes: Small toy or book
- 1000 Minutes: 1 raffle ticket
- 1500 Minutes: 1 raffle ticket

Raffle Tickets

- As you log in your entries, you will get chances to win an end-of-summer raffle prize. You will get a message when you qualify for a ticket. You are not automatically entered. You must come to the library and fill out a ticket before Thursday, August 31, 2017.

Challenges

- For more fun, check your reading log for special challenges during the summer.

Adventurers

- As an extra incentive, the software allows you to choose an Adventurer. Start with *Field Scientist Mary* or *Archaeologist Henry*. As you continue entering log entries, you will earn credits that allow you to purchase new Adventurers.
- Go to *Home* and select *Change Adventurer*. Click on the arrows and decide which characters you would like to "purchase." The more log entries you enter, the more credits you earn. Mix and match to make silly and exciting new creations!