Play with your Dragons!

How to Score:





- Red beats GreenGreen beats Blue
- Blue beats Red

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

Rock, Paper, Scissors

You and a friend each choose one card secretly, keeping it hidden. Count to 3 and flip over your cards. Check the chart above to see who wins!

Rock, Paper, Scissors, War!

Play this when you have several cards.

- 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 creature wins.
- If your creatures are the same age & color, then you go to war:
 - To go to war, add 2 cards face down from the pile, then play 1 more card face up.
 - If you have the same color, the oldest creature 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 the game.

Tips for fun reading!

Read with friends and family. Eat a tasty snack while you read. Read to a pet or stuffed animal. Read outside.

Read a comic book.

Build a pillow fort to read in.

Read in a silly voice.

Draw your favorite characters.



Read a little bit every day to level up your reading skills!





September & October's Reading Log



This tracker belongs to:

Dragon Checklist

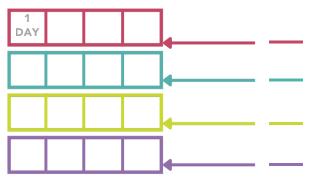
Reading Tracker

Earn a set of dragon cards for each row you fill. Each set includes 4 cards showing the egg, baby, teen, and adult of the dragon you choose.

Each box = one day you've read. Bring your tracker to the library to collect your cards. A staff member will initial your tracker for each completed row.

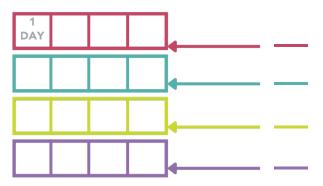


Initials



October

Initials





○ September's Mystery Unicorn









Mystery Sphynx







October's Mystery Griffin