

Prize 2 Prize 3

Teens Summer Bucket List Challenge



Earn a choice from our prize cart for every 12 experiences that you complete. When you're ready to claim a prize, bring the form to the library for a staff member to sign. Then claim your prize! There are three total prizes available for each participant.

Timeline: Saturday, May 25 to Friday, August 23

Name:	
1. Ball up a piece of paper and shoot it into a basket.	26. Dive for sunken treasure.
2. Visit the Memorial Union.	27. Learn a card trick.
3. Learn how to navigate using the sun.	28. Play miniature golf.
4. Keep an adventure journal this summer.	29. Read an adventure story.
5. Attend a baseball game.	30. Learn to fold origami.
☐ 6. Sign up for the Library Run/Walk.	31. Climb a rock wall.
7. Make a flower, clover, or leaf crown.	32. Practice yoga.
8. Create a unique hopscotch path.	33. Mail a handwritten letter.
9. Visit Dr. Evermor's Forevertron Sculpture Park.	34. Start a fire with flint.
□ 10. Go to an escape room.	35. Sing at karaoke.
11. Eat at the counter of a diner.	36. Fold the laundry.
12. Canoe, kayak, or paddleboard.	37. Learn to change a tire.
13. Learn to identify a constellation.	38. Write a song.
14. Visit a local farmers' market.	39. Build a sandcastle.
15. Shout "But I can't swim!" before falling into water.	40. Practice meditation.
16. Create a dance routine to a favorite song.	41. Create a comic strip.
☐ 17. Go to an outdoor concert or music festival.	42. Make a 3-pointer.
☐ 18. Build a fort with home furniture.	43. Go zip lining.
☐ 19. Memorize lines from a poem.	44. Tie-dye a shirt.
20. Visit the International Crane Foundation.	45. Experiment with a new hairdo.
21. Say "And away we go" as you're backing out of a driveway.	46. Solve a Rubik's cube.
22. Design your own magical adventure vehicle.	47. Spot shapes in clouds.
23. Blow dandelions and make wishes.	48. Visit a yard sale.
24. Start your day with 25 push-ups.	49. Play MASH.
25. Ask a group: "Who's up for some adventure?"	50. Chop an onion.
Staff should sign and date when each prize is picked up. The kids will keep this form and bring it back in whenever they are claiming a prize. Prize 1	