Adventuring Ideas

Every time you go on one of these or one of your own adventures, color a space on the game board (flip side). Adventures can be repeated. Have as many adventures as you want!

- Visit the library.
- Be creative: Draw, paint, act, sing, dance, or anything creative.
- Visit an international grocery store to see the variety of food.
- Eat a new food. Borrow a cookbook from the library for new ideas.
- Visit a local park, museum, or art landmark.
- Bring Flat Booker with you to a place you go all the time. If you take a photo, tag the library: @hocolibrary.
- Bring Flat Booker with you to a place you have not been to before! If you take a photo, tag the library: @hocolibrary.
- Imagine you’re exploring another planet. Write about what bugs or animals that world may have.
- Draw what your house might look like if you lived in outer space.
- Write a list of animals you see where you live. Make a list of animals you would like to see in different parts of the world.
- Get crafty: Borrow a craft book, then create something.
- Visit the library with a friend.
- Plan an imaginary vacation! Where would you go, and what would you need to take with you? Borrow a book to help you plan.