



Visit [ivpl.org](http://ivpl.org) or call  
215-723-9109 for  
information.

# YOUTH EVENTS

## May 2024

Please note: Caregivers of children ages 9 and under must remain in the room during the program and caregivers of children ages 10-12 must remain in the library during the program.

### ALL AGES PROGRAMS

#### Live Animal Table Talks

**Monday, May 6, 6:30 PM to 8 PM**

Delaware Valley University Students are visiting Indian Valley Public Library and bringing some friends with them. Spend the evening learning about different wildlife at the library by visiting different tables. This is a free event for all ages.

#### Family Art Exploration (Ages 3-8)

**Monday, May 20 at 4 PM**

Stop by the library for some hands-on art exploration. Most appropriate for ages 3-8 but all ages are welcome.

The Indian Valley Public Library strives to make our youth programs accessible for all. If you or your child needs accommodations or extra support, please let us know in person or by emailing [youthservices@ivpl.org](mailto:youthservices@ivpl.org).



\*\*Most story times do not require registration. You may sign up for reminder emails for story times by visiting our online calendar using the link or the QR code on the back of this flyer.

### PRESCHOOL PROGRAMS

#### Babies Boogie (Ages Birth-24 months)

**Wednesday, May 1 at 10:15 AM**

Stories, songs, and bounces followed by time to play and socialize. Siblings welcome.

#### Teddy Bear Time (2 year olds)

**Wednesday, May 1 at 9:30 AM**

Stories, songs, and movement activities. Bring a stuffed toy or use one of ours. Siblings welcome.

#### Music & Motion (ages 3-5)

**Wednesday, May 1 at 11 AM**

Stories, songs, and movement activities. Siblings welcome.

#### Wee Build (ages 1-5)

**Thursdays, 9:30 to 11:30 AM**

A drop in building program.

#### Lunch Bunch Story Time

**Thursday, May 2 at 12 PM**

Bring your lunch to this story time for all ages. Meets in the Community Room.

#### Baby Prom (Ages Birth-24 months)\*

**Monday, May 6 at 10 AM**

Music, dancing, and cute photo ops! Siblings welcome. Registration required.

#### Stay and Play (Ages 1-5)

**Friday, May 17, 10 AM to 11:30 AM**

A drop in play program.

# SCHOOL AGED PROGRAMS

**Beginners Chess**

**Wednesdays at 6:30 PM**

**Pokémon Meet-up Club (Ages 5-10)**

**Monday, May 6 at 4 PM**

Bring your cards to trade and play.

**Supported STEAM (Ages 5-10)\***

**Tuesday, May 7 at 4 PM**

**Community Room**

A small group program for kids with sensory needs. Registration required.

**Tinkering Club (Ages 5-10)**

**Monday, May 13 at 4 PM**

**Community Room**

Complete a challenge.

**Junior Engineers (Youth ages 5 and up)**

**Tuesday, May 14 at 5 PM**

**Community Room**

Work in a group to solve a challenge.

**Lego Club (Youth ages 5 and up)**

**Tuesday, May 21 at 5 PM**

**Community Room**

**\*Registration required. Register using the QR code or this link:  
<https://bit.ly/IVPLMay2024>**



# TWEEN PROGRAMS

**STEAM Saturday: Video Game Soundtrack Design (Youth Ages 10+)\***

**Saturday, May 4, 10:30 AM to 1 PM**

Designing video game music involves composing and arranging audio tracks that dynamically enhance gameplay, evoking emotions, and immersing players in the virtual worlds through carefully crafted soundscapes and melodies. This program was made possible by a PA Smart Grant administered by VGC USA. Registration is required.

**Tween Reading Club (Ages 10-12)**

**Tuesday, May 21 at 4 pm**

Let's take a journey through the Dewey Decimal System. Read one book that can be found in the 100s section of the Dewey classification and join us to share the title and your thoughts.

**STEAM Saturday: How to Podcast Like a Pro (Youth Ages 10+)\***

**Saturday, May 25, 10:30 AM to 1 PM**

Starting a podcast involves creating audio content on a chosen topic, recording and editing episodes, and then distributing them to online platforms, allowing you to share your expertise, stories, or discussions with a global audience. This program was made possible by a PA Smart Grant administered by VGC USA. Registration is required.

