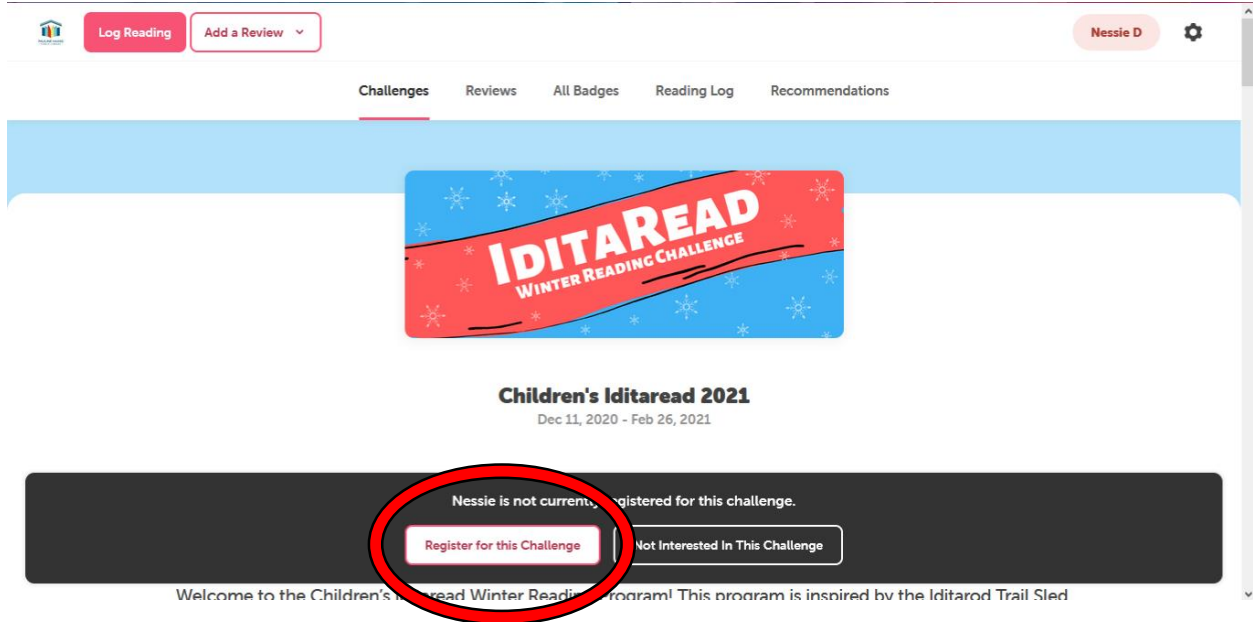
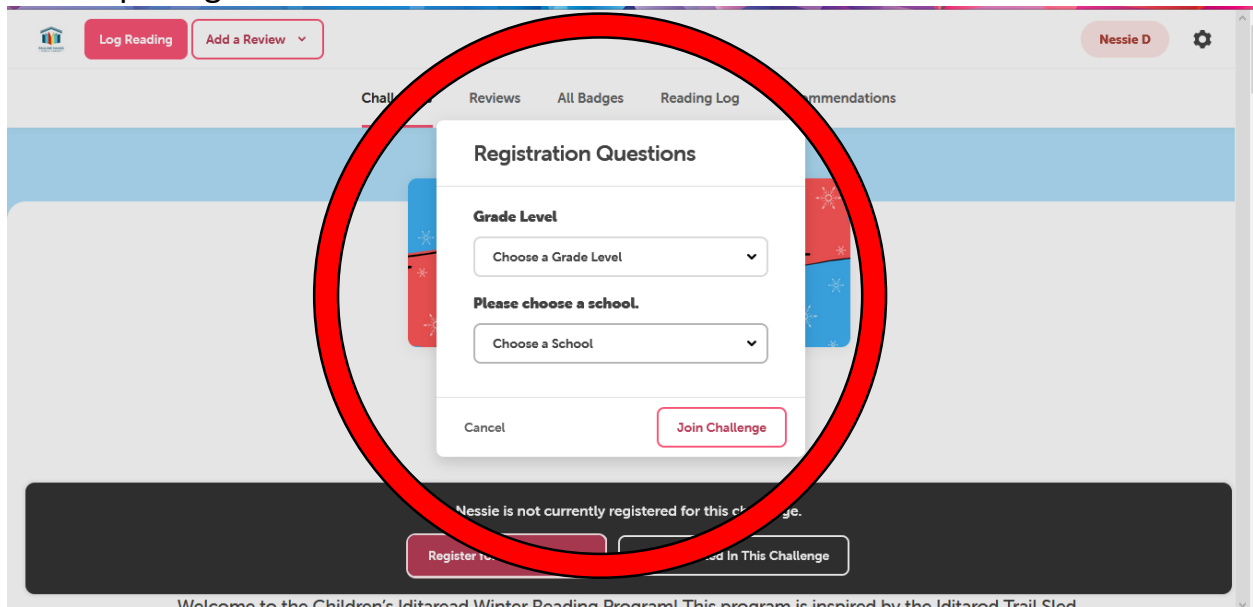


Welcome to the IditaRead Winter Reading Challenge 2021! This year the IditaRead will utilize the reading app, Beanstack. This is the same app we used for our 2020 Summer Reading Program. To login or register go to <https://phplonline.beanstack.org>

Once you log in or create your account you will be greeted with this screen. Click on Register for this Challenge on the bottom of the screen.

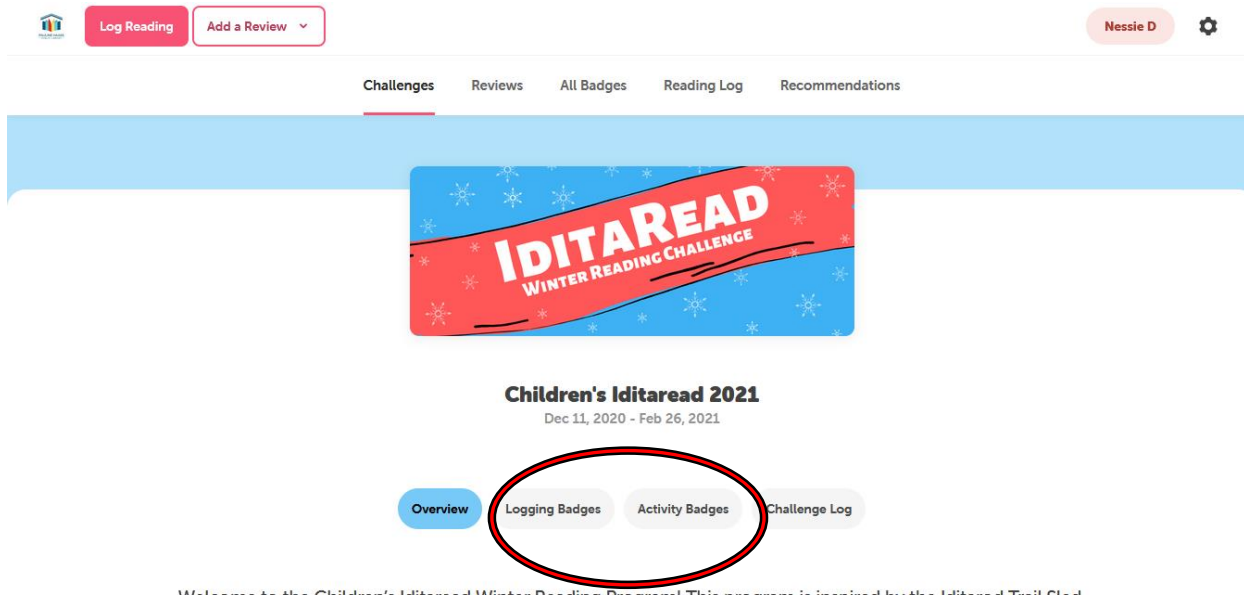


When you click to register you will be asked two questions. This is to help with prize distribution as IditaRead is split into two grade groups (grades 1-3 and 4-6) and helps us gather data.



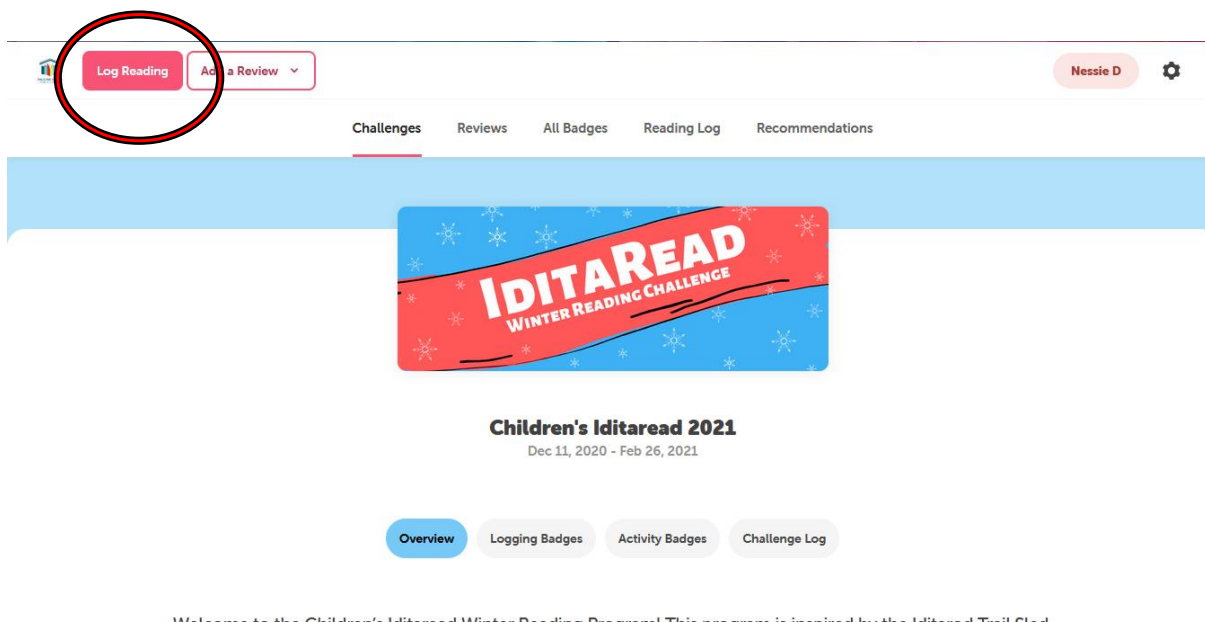
LOGGING BADGES AND LOG READING OVERVIEW

Once you finish the questions you will be on the home page of the IditaRead. You will see there are two types of badges that your reader can earn during this program.



To earn Logging Badges, readers must complete the required 27 hours of reading for the program. They will earn a fun badge for each hour that they read. Here is how to log and earn those badges!

First, click on Log Reading in the top left hand corner.



Clicking on Log Reading will take you to a new page on Beanstack. Select the profile for whom you would like to log time for then select Minutes.

Who would you like to log for?

1. Select a profile. *

Nessie

What would you like to log?

2. Minutes

Activities

On the next screen select the date you would like to log for. Logging books from before the start of the program will not count toward a badge. Continue down the page and type in the amount of time spent reading. This can be filled in with any amount of time. If you put in time less than an hour you will get the badge when the hour is reached. Example: if you log 15 minutes, 30 minutes the next day, then 15 more minutes, you will get one badge. You don't need to wait until an hour is reached to log. Fill in the book title (beanstack will try to help by autofilling) then click Log at the bottom.

1. 20 21 22 23 24 25 26

27 28 29 30 31

Time Spent Reading

2. 1 hrs 0 min

Title

3. Upside Down Magic

Author OPTIONAL

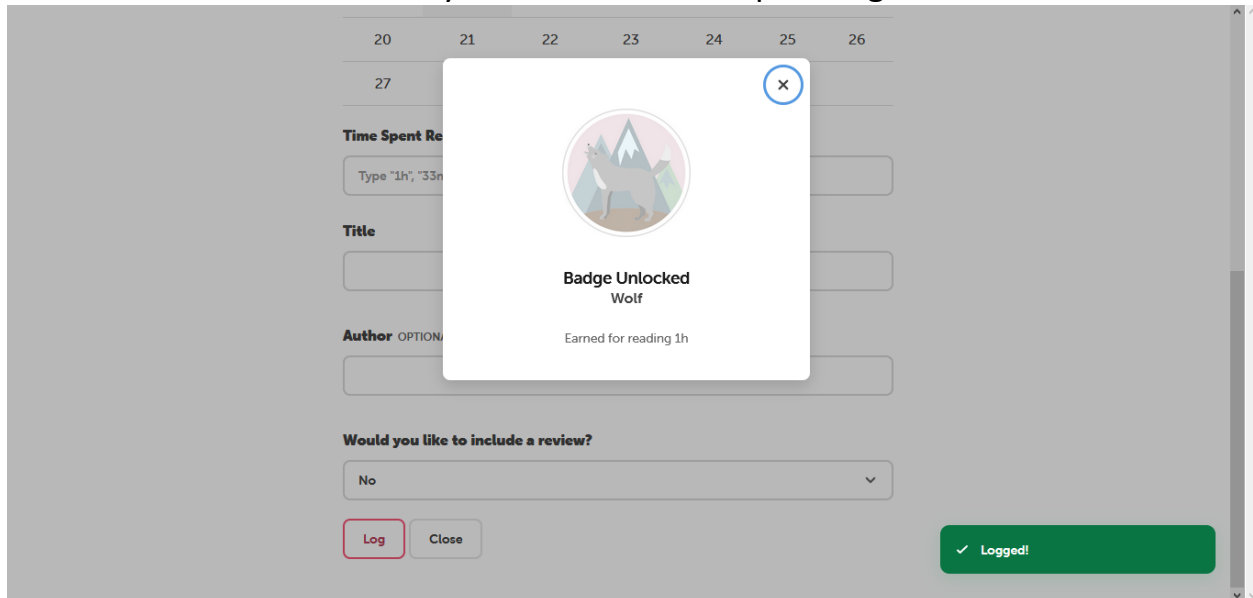
Sarah Mlynowski

Would you like to include a review?

No

4. Log Close

Once an hour benchmark is reached you will unlock a colored badge! If you log more than one hour at once you will unlock multiple badges.



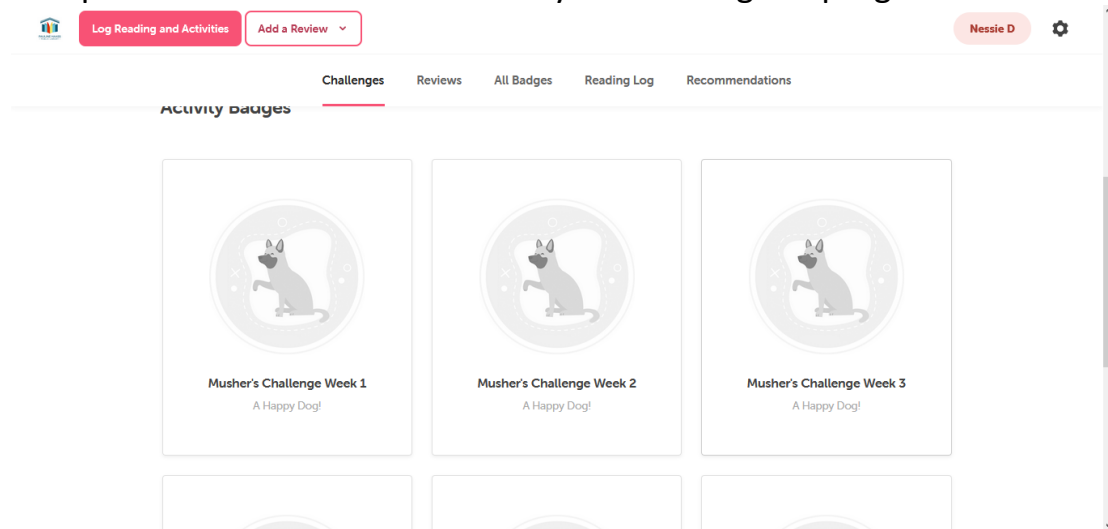
Earn 27 badges to finish the program! The first 50 finishers to read 27 hours will receive a prize bag. Once you finish, stop by the children's desk to see if you are one of the first 50! Everyone who finishes the IditaRead can stop by the children's desk to enter for a prize drawing to win a stuffed husky puppy and a book!

Think you have what it takes to be our biggest reader in the IditaRead? Keep logging after the 27 hours to see how many hours you can log. The person who logs the most hours during the IditaRead will win a stuffed husky puppy and a book!

ACTIVITY BADGES AND MUSHER'S CHALLENGE

The second type of badge you can earn is called an Activity Badge. These badges go with our Musher's Challenge. This is an **optional/additional challenge** for the bravest readers who wish to achieve more in the IditaRead.

The Musher's Challenge has six badges in Beanstack. There will be six fast facts and six questions throughout the program. Once the weekly fast fact is posted, the question can be answered at any time during the program.



Here is how to unlock these Musher's Challenge Activity Badges in Beanstack: Each week of the Musher's Challenge a new fast fact is added to the IditaRead map posted in the library. Readers wishing to participate should come in, read the fact, then come to the children's reference desk and answer a trivia question from the fast fact. When they have the correct answer your reader should go to Beanstack to log their answer under the right week. After they type their answer into the answer box their badge will be unlocked for that week.

during the race)

Want to complete the musher's challenge from a distance? Contact the library to sign up to receive the fast facts as an email then have your musher call the children's reference desk to answer the question.

A screenshot of the answer submission form for 'Musher's Challenge Week 1'. The form is highlighted with a red oval. It includes a checkbox, the title 'Musher's Challenge Week 1', a text input field with the placeholder 'Enter your answer...', and two buttons labeled 'Save' and 'Cancel'.

Answers must be correct for finishers to qualify to enter for our Musher's Challenge prize. Those who finish all six weeks of questions can stop by the children's desk to enter for a prize drawing to win a stuffed husky puppy and a book!

Want to do the Musher's Challenge from a distance? Contact the children's desk to find out how to get the Fast fact emailed to you each week. Once your reader has read the fact they can call the children's reference desk at (262)246-5182 and answer the question over the phone.