MARION PUBLIC LIBRARY'S SUMMER LIBRARY PROGRAM 2025 Calendar Of Events

'Level up' your summer plans with Marion Public Library's summer library program! This year's program invites patrons of all ages to use the library for knowledge, creativity, and fun.

Visit **marionpubliclibrary.org/SLP** for the latest and most up-to-date program information, reading challenges, and other activities to keep you busy all summer long.

Kids

IN-LIBRARY PROGRAMS

Craft Days

Join us at 1 p.m. in the Youth Programming Room on the following dates for Craft Days:

Tuesday, June 17

Tuesday, July 1

Tuesday, July 15

Tuesday, July 29

Game Days

Join us at 1 p.m. in the Youth Programming Room on the following dates for Game Days:

Tuesday, June 10

Tuesday, June 24

Tuesday, July 8

Tuesday, July 22

PARK PLAYDATES

Join us at various parks in Marion at 10 a.m. for Park Playdates:

Thursday, June 5 | Lininger Park

Thursday, June 12 | Gill Park

Thursday, June 19 | Prairie Hill Park

Thursday, June 26 | Willow Park

Thursday, July 10 | Hanna Park

Thursday, July 17 | Gill Park

Thursday, July 24 | Taube Park

Thursday, July 31 | Lowe Park (Irish Dr.)

Teens

Craft Days

Join us at 1 p.m. in the Teen Programming Room for the following Craft Days:

Perler Bead Creations | Tuesday, June 10

Throwback: Summer Camp Arts &

Crafts | Tuesday, June 17

Make Your Own Suncatcher | Tuesday, June 24

Bracelet/Necklace Making | Tuesday, July 1

Guitar Pick Jewelry | Tuesday, July 8

Seashell Painting | Tuesday, July 15

Mixed Bag: Crafts | Tuesday, July 22

Video Game Themed Reverse Stencil

Painting | Tuesday, July 29

Game Days

Join us at 1 p.m. in the Teen Programming Room for the following Game Days:

Retro Game Day | Thursday, June 12

BINGO | Thursday, June 19

Big Board Games | Thursday, July 3

Teen vs. Staff

Trivia | Thursday,

July 10

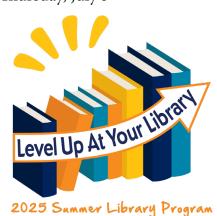
Minute to Win It

Thursday, July 24

Legend of Zelda

Escape Room**

Thursday, July 31



Teens

Food Programs

Join us at 2:30 p.m. in the Community Room for the following food programs:

Candy Sushi | Friday, June 27
Make Your Own Bubble/Boba Drinks** |
Friday, July 11

Adults

Adult Trivia Night: Level Up Trivia (All About Games!) | Tuesday, June 10 | 5:30 p.m. | Community Room

Author Talk: Scott Foens | Tuesday, June 17 | 6 p.m. | Community Room

Marion's History: A Walking Tour

Monday, July 14 | 6 p.m. | Start at Library's 6th Avenue Entrance**

Adult End-of-Summer Celebration

Wednesday, August 6 | 5 - 6:30 p.m. | Marion Public Library

All

ALL-AGES PROGRAMMING

Fiero Code Cosmic Art Gallery Coding Competition | Sunday, June 1 - Thursday, July 31 | Online

Summer Library Program Kickoff | Monday, June 2 | 4 – 7 p.m. | Marion Public Library

Pride Button Making | Friday, June 6 and Monday, June 16 | 12 – 2 p.m. (6/6) and 10 a.m. - 12 p.m. (6/16) | Creative Commons

Storytime With Children's Authors & Illustrators from Iowa | Saturday, June 14 | 9:30 - 11:30 a.m. | Community Room

Grout Museum | Wednesday, June 18 and Wednesday, July 23 | 1 p.m. and 2 p.m. (both dates) | Community Room**

Mr. Magic Jonathan May | Thursday, June 26 | 1 p.m. and 3 p.m. | Community Room

Barnyard Discoveries | Saturday, July 19 | 10 a.m. | Marion Public Library

End-of-Summer Ice Cream Social | Friday, August 1 | 3 - 4:30 p.m. | Community Room

MOVIE DAYS

Join us at 1 p.m. in the Youth Programming Room on the following dates for All-Ages Movie Days:

Wednesday, June 11 Wednesday, June 25

Wednesday, July 2

Wednesday, July 9

Wednesday, July 16

Wednesday, July 30

A complete list of movie titles and ratings can be found at **marionpubliclibrary.org/events.**

**Online registration is required for programs marked with asterisks

Reading Program Details KIDS & TEENS

Program sign up begins online and in-person on **Thursday**, **June 5**. Turn in your reading log between **Monday**, **July**

7 and Friday, August

Ito receive a prize book!

ADULTS

book!

Pick up a log beginning **Thursday**, **June 5.** Turn in your reading log between **Monday**, **July 7 and Wednesday**, **August 6** to receive a prize

