

The Library is for Everyone!

A Word Fill-In Game from the Dyslexic Positive Libraries Initiative and The Literacy Spark

Learn what it's like to experience a Dyslexic Positive Library from both a library worker's and a dyslexic's point of view with this simple fill-in-the-blank word game designed for one, two, three or thirty people to create a unique story.

Instructions

This simple activity can be presented digitally or printed off for individual or small group use.

You will find a story containing blank spaces where words are left out. The reader does not tell anyone what the story is about, and instead asks other players - the writers - to give them words. These words are used to fill in the blank spaces throughout the story.

How to Play

The reader asks each writer in turn to call out a word - an adjective or a noun or whatever the labelled space calls for - and uses them to fill in the blank spaces in the story. When the reader reads the completed story to the group, they will discover they have just written a story that is wonderful, alarming, humorous, frightening, thrilling or just plain confusing - depending upon which words each writer shared.

Know Your Grammar

- **An adjective** describes something or someone. *Kind, smart, tall, messy and hard* are adjectives.
- **An adverb** tells how something is done, often ending in *-ly*. *Happily, quickly, hurriedly and carefully* are adverbs.
- **A noun** is a person, place or thing. *Street, backpack, shoes and coffee shop* are nouns.
- **A proper noun** is the name of a person, place or thing.
- **A verb** is an action. Present tense: *walk, hide and jump* are verbs.
- **Past tense:** *yelled, gave and sneezed* are verbs.

To begin:

Do not look at the story below. Fill in the rows on this page with the words called for. Then using the words selected, fill in the blanks of the story. Read independently to learn something new about a library worker's and a dyslexic's point of view in support of Dyslexic Positive Public Libraries.

1. Adjective:
2. Adjective:
3. Adjective:
4. Verb:
5. Adjective:
6. Name of Someone Famous:
7. Noun:
8. Type of Animal:
9. Verb:
10. Name of a Famous Place:
11. Adverb:
12. Adjective:
13. Adjective:
14. Verb:
15. Plural Noun:
16. Verb:
17. Name of Someone Famous:
18. Verb:
19. Favorite Activity:

Story Title: The Library is for Everyone!

There is a _____ (1. adjective) place in our community called the library! It's where smart, _____ (2. adjective) people with big imaginations go.

Lex wanted to be one of those people. But learning to read was _____ (3. adjective), and spelling words and writing their ideas was even harder. They only get a few words right no matter how long they take and how hard they _____ (4. verb). The library felt like the last place Lex could find _____ (5. adjective) and joy.

“The words won’t come out right. I’ll never be able to read or write,” _____ **(6. name of a famous person)** sighed. “Everyone thinks I’m dumb.” Ms. Loving overheard Lex while preparing her presentation about summer programming at the library with Lex’ class at 11:30 am. She began to think about Lex’ discouragement and _____ **(7. noun)** challenges. A lightbulb went off in her brain!

What if librarians understood more about how _____ **(8. type of animal)** brains learn to read? What if librarians understood more about dyslexic superpowers, like creativity, resourcefulness, problem-solving and willingness to _____ **(9. verb)** through challenges? What if librarians recognized high quality evidence-based instruction and included foundational skills in children’s programming at their own _____ **(10. name of a famous place)** libraries? What if libraries could become known as local literacy hubs for everyone who has a unique way of thinking and doing things?

Ms. Loving’s summer programming at the library presentation for Lex’ class didn’t go as she _____ **(11. adverb)** planned... “Differences in the way we learn make us each _____ **(12. adjective)**, smart and amazing!. Sometimes people can think the library is not a place for them. The library is for everyone! It’s a _____ **(13. adjective)** place where people with differences on the outside and with differences on the inside play games, do _____ **(14. verb)**, read or listen to books that interest them, and learn new things together or independently. If you are challenged to read, spell and write, you can find _____ **(15. plural noun)** about your interests, and people who are creative and smart like you too. You can also ask for help with _____ **(16. verb)** challenging words, and finding just right books with your librarians.”

Lex began to understand that when _____ **(17. name of someone famous)** wanted to run and hide from their dyslexia, thoughtful people like Ms. Loving the librarian could see how amazing and wonderful they were. The Library was a place for Lex! Summer vacation at the library didn’t mean they had to _____ **(verb)** for the reading challenge, but Lex could ask questions and find books they could read themselves and make new _____ **(19. favorite activity)** with Ms. Loving’s help.

Original Complete Story: The Library is for Everyone!

noun - proper noun - plural noun - adjective - verb - adverb

There is a magical place in our community called the library! It's where smart, interesting people with big imaginations go.

Lex wanted to be one of those people. But learning to read was challenging, and spelling words and writing their ideas was even harder. They only get a few words right no matter how long they take and how hard they try. The library felt like the last place Lex could find relief and joy.

"The words won't come out right. I'll never be able to read or write," Lex sighed. "Everyone thinks I'm dumb." Ms. Loving overheard Lex while preparing her presentation about summer programming at the library with Lex' class at 11:30 am. She began to think about Lex' discouragement and literacy challenges. A lightbulb went off in her brain!

What if library workers understood more about how human brains learn to read? What if library workers understood more about dyslexic superpowers, like creativity, resourcefulness, problem-solving and willingness to persevere through challenges? What if library workers recognized high quality evidence-based instruction and included foundational skills in children's programming at their own community libraries? What if libraries could become known as local literacy hubs for everyone who has a unique way of thinking and doing things?

Ms. Loving's summer programming at the library presentation for Lex' class didn't go as she originally planned... "Differences in the way we learn make us each creative, smart and amazing!. Sometimes people can think the library is not a place for them. The library is for everyone! It's a magical place where people with differences on the outside and with differences on the inside play games, do puzzles, read or listen to books that interest them, and learn new things together or independently. If you are challenged to read, spell and write, you can find lots of information about your interests, and people who are extra creative and smart like you too. You can also ask for help with reading challenging words, and finding just right books with your librarians."

Lex began to understand that when they wanted to run and hide from their dyslexia, thoughtful people like Ms. Loving the librarian could see how amazing and wonderful they were. The Library was a place for Lex! Summer vacation at the library didn't mean they had to sign up for the reading challenge, but Lex

could ask questions and find books they could read themselves and make new friends with Ms. Loving's help.

Credit

Written by Emily Carley, M.Ed. Professional Literacy Specialist @theliteracyspark for downloadable use as a component of the Dyslexic Positive Libraries Initiative Toolkit 2025. [Creative Commons BY 4.0](#)

Mad Libs original is a word game created by Leonard Stern and Roger Price