

December 2021

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	<p>Fall Book Sale—Fill a bag for \$2.00 December 1—17</p> <p>January Art Show (Adult) Take & Make— Sign Up starts 12/20</p>		1	2 Creative Club 4:00-5:00pm	3 StoryTime 10:00am	4 Christmas Plate Decoration Party 10:00—2:00pm 4H Building
5	6 Dungeons & Dragons 2:30-5:00pm	7 Adult Christmas Craft Evening 5:00—7:00pm Hutton Brown Room	8 Library Closed Staff Training	9 LEGO Club 3:30-4:30pm	10 StoryTime 10:00am	11
12	13 Dungeons & Dragons 2:30-5:00pm	14	15	16 Teen Fandom/Video Club 4:00-5:00pm	17 StoryTime 10:00am	18
19	20 Dungeons & Dragons 2:30-5:00pm	21	22	23	24 CLOSED	25 CLOSED Merry Christmas!
26 CLOSED	27 Dungeons & Dragons 2:30-5:00pm	28	29	30	31 CLOSED	



Giles County Public Library
931-363-2720
GilesCountyLibrary.org

Fall Book Sale

December 1 - 17

Fill a bag for \$2.00



Join us to create your own
Family Keepsake Christmas Plates
reservations required

December 4th

This event will be held in 4H Building
UT Extension Office

To make your reservation call 931-363-2720.
This event is for children 2-17 years old.

Sessions start at 10am, 11am,
12pm, 1pm, 2pm

Sessions will be limited to 45 minutes with a maximum
of 5 family units each session.
Sessions begin at 10:00 am with the last one beginning
at 2:00 pm.

*Masks are recommended for ages
4 and up and are available upon
request.*

Hand sanitizer will be available
for use.



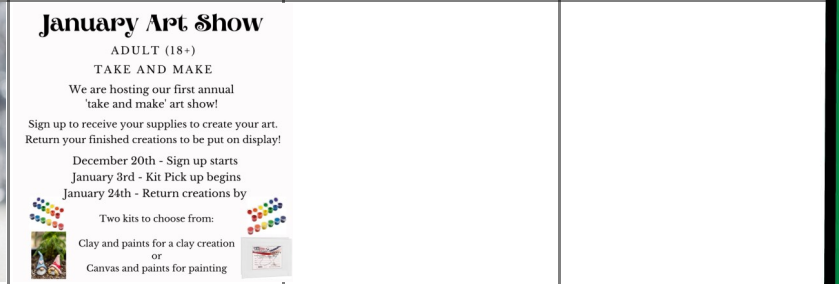
Adult Christmas
Craft Evening

Tuesday, December 7th
5:00 - 7:00 pm

Hutton Brown Meeting
Room

We will have 2 sessions
20 people maximum each

Call 363-2720 to sign up
5:00 - 6:00
6:00 - 7:00



January Art Show

ADULT (18+)

TAKE AND MAKE

We are hosting our first annual
'take and make' art show!

Sign up to receive your supplies to create your art.
Return your finished creations to be put on display!

December 20th - Sign up starts
January 3rd - Kit Pick up begins
January 24th - Return creations by

Two kits to choose from:

- Clay and paints for a clay creation
or
- Canvas and paints for painting