

Description of Reading Promotion Activity/ Action	
<u>LITERARY CARD GAMES</u>	
Reaches disadvantaged pupils / families	<input type="checkbox"/> yes <input type="checkbox"/> no <input checked="" type="checkbox"/> yes but not only
Multilingual activity	<input type="checkbox"/> yes <input checked="" type="checkbox"/> no
Action especially for	<input type="checkbox"/> girls <input checked="" type="checkbox"/> boys <input checked="" type="checkbox"/> both
Involves parents	<input checked="" type="checkbox"/> yes <input type="checkbox"/> no
Utilizes ICT	<input type="checkbox"/> yes <input checked="" type="checkbox"/> no
Objective (s)	<ul style="list-style-type: none"> • Children to interact within reading communities, playing, communicating, and discussing book- and reading-related issues. • To delve into a specific literary work and/or author.
Age level (s)	<ul style="list-style-type: none"> • 6 – 12
Preferable number of participants	<ul style="list-style-type: none"> • 3 - 6
Duration	<ul style="list-style-type: none"> • 30'
Setting, materials, and preparation	<ul style="list-style-type: none"> • Place: Library, classroom, home, playground, or elsewhere • Materials: blank cards, copies of images from book, scissors, glue
Step -by-step description	<p>“THE BAD CARD” (3 - 6 players)</p> <ol style="list-style-type: none"> 1. A favourite book with a very “bad” character is chosen (e.g. wolf, witch, monster, giant..) 2. Using the materials listed above, children make 17 or 25 cards. Most cards (16 or 24) are pairs of identical images of characters from the book (e.g. 2 cards show Granny, other 2 cards show Red Riding Hood, other 2 cards the hunter, etc.). A single card shows the “bad” character (e.g. the Big Bad Wolf). 3. A child deals the cards. 4. Players hide their cards from each other. 5. Players take turns, drawing a random card from the player sitting on their left. 6. When a player has a pair (e.g. 2 Hunters) s/he puts it

	<p>on the table.</p> <p>7. The player who is left with the “bad character” loses.</p> <p>THE GAME OF FAMILIES (4 players)</p> <ol style="list-style-type: none"> 1. Seven books that feature families are chosen. 2. Children make 6 cards for each family: Grandma, Granddad, Mom, Dad, Daughter, Son (since some family members might not be presented in the books, children will have to imagine how they look and draw them on the cards). 3. A child deals the cards. 4. Players hide their cards from each other. 5. When it’s her/his turn, a player asks for a specific card from a specific player, e.g. the player asks Mary for “The Dad from the Babar family.” If Mary has the card, she has to give it, if not then the next player plays. 6. When a player completes a family, s/he lays it on the table. 7. The player who gets rid of all her cards first is the winner.
Notes to reading promotion facilitator	<ul style="list-style-type: none"> • Several sets of cards may be produced and placed in a special corner in the classroom or library. Children could go to this corner and play at a designated time or whenever they have some spare time. • Sets could also be borrowed by students, to take home and play with their families.
Suggested follow-up actions/ activities	<ul style="list-style-type: none"> • Other literary card games could also be invented, inspired by other known card games. • Board games which are based on books may also be constructed or bought from bookshops.
Acknowledgements	Adapted from Brasseur (2005).
Sources	<p>Brasseur, P. (2005). <i>1001 activités autour du livre: raconter, explorer, jouer, créer</i>. Paris: Casterman.</p> <p>Μπρασεέρ, Φ. (2005). <i>1001 δραστηριότητες για να αγαπήσω το βιβλίο: διηγούμαι, ανακαλύπτω, παίζω, δημιουργώ</i>. Αθήνα: Μεταίχμιο.</p>