

Description of Reading Promotion Activity / Action SCARY GAMES AND STORIES IN THE LIBRARY	
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 develop positive stances and habits in relation to libraries. • To develop reading communities and enhance the school's reading culture. • Children to play creatively and become familiar with a well-loved genre. • To engage children in reading for pleasure and enhance their reading habits. • To motivate and inspire families to read themselves and encourage their children to do so too.
Age level (s)	6-10
Preferable number of participants	Small groups of 6-7 children (and perhaps family members) (If there are many groups, let them go solving the riddles and the tasks one after the other with a certain delay)
Duration	2 h - a whole night
Setting, materials, and preparation	<p>Place: School or community library, or maybe by the camping fire in a forest.</p> <p>Materials: flashlights, notepads and pencils, riddles and tests for the treasure hunt</p> <p>Preparation:</p> <ul style="list-style-type: none"> • Decide about riddles to solve and 6 tasks to accomplish. • Copy the tasks for each group and put them in



	<p>envelopes.</p> <ul style="list-style-type: none">• Stuffed animals can show the way to the individual messages hidden in the library.• Fill the treasure chest and hide it. It will be discovered after accomplishing all tasks.
Step -by-step description	<p>"Once upon a time, when in this world still lived dragons, ghosts, witches, magicians, elves, fairies and other magical creatures, the old witch Gwinolia entrusted her granddaughter Kabula with a spell, which could open the chest to the legendary treasure of Bakalau. Kabula wanted that only true magicians and witches find this treasure, that's why she invented six tasks for the treasure hunters to prove they are really competent in magic".</p> <p>With these words begins a ghostly, spooky treasure hunt through the library in which the young visitors not only have to solve puzzles, but also can learn about magic and magic creatures.</p> <p>Activities:</p> <ol style="list-style-type: none">1. Welcome.2. Accesses: The facilitator reads introductory text and explains tasks / tests. S/he divides children (and family members who want to participate) into groups (either according to their preferences or through a lottery system).3. Treasure hunt: With flashlights, notepads and pencils the groups start following the instructions from the envelopes. On their way they have to solve riddles and find hidden objects in the (dark?) library.4. Completion of the treasure hunt: Once all groups pass all tests, they gather in the library to check the completed spell and to open together the treasure chest. The treasure chest might be full of books, bookmarks, or objects related to books.5. A short break follows: Children might be offered some snacks and juices.6. Creepy texts are read aloud.
Notes to reading promotion facilitator	<ul style="list-style-type: none">• Some of the puzzle stations might require special care and the supervisors' presence. Others have to be solved by the children alone.• The horrifying night is very popular among children, no matter whether it takes place at school, in the library or maybe at a camping site.

	<ul style="list-style-type: none"> • Ensure there is supervision where necessary.
Suggested follow-up actions/ activities	<p><u>THE STAGE IS SET!</u> If a whole night is planned for a stay in the library, the visitors can write in smaller groups and then play creepy stories (with simple means, i.e. perform without costumes and only short samples). To stimulate the imagination, it is recommended to read aloud some of the best creepy texts or hear a short radio play, show ghostly images or listen to weird music.</p> <p><u>ZACK! BOOM! HEEEEELP!</u> How about the idea to create a scary photo story in the library? Source texts corresponding to the number and age of the participating photographers will be distributed. Then it is up to them to decide whether they will participate also as actors, or they will just make photos of the animals, dolls and other figures. On computer they could add balloons with texts. And of course everybody needs a digital camera.</p> <p><u>A GHOST VISITS THE LIBRARY</u> We start with a horror story and end with a ghost in the library. While an incredible story is being read aloud to the children in the library, one keeps hearing strange noises (knocking or rattles) or see ghostly lights flicker. In search of the origin of these strange noises, children discover a ghost, who is lost but who can tell interesting stories or maybe has a hidden treasure somewhere.</p>
Acknowledgements	LABUKA – Kinderbibliothek, Graz, Lesezentrum Steiermark, Graz
Sources	http://www.lesezentrum.at/ Projektehefte online / Projektheft 4: Drachenzahn und Spinnenbein (pdf, 24 S.), www.stadtbibliothek.graz.at