

Description of Reading Promotion Activity/ Action <u>A CHARACTER'S PERSONAL OR PROFESSIONAL CARD</u>	
Reaches disadvantaged pupils / families	<input type="checkbox"/> yes <input checked="" 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 type="checkbox"/> yes <input checked="" type="checkbox"/> no
Utilizes ICT	<input checked="" type="checkbox"/> yes <input type="checkbox"/> no
Objective (s)	<ul style="list-style-type: none"> • Children to play with books, utilizing ICT tools. • Children to interact within reading communities, discussing book- and reading-related issues. • To delve into a specific book and identify with its characters.
Age level (s)	<ul style="list-style-type: none"> • 6 – 12
Preferable number of participants	<ul style="list-style-type: none"> • 1 - 30
Duration	<ul style="list-style-type: none"> • 80'
Setting, materials, and preparation	<ul style="list-style-type: none"> • Place: Computer Lab, classroom or library • Materials: PCs, Microsoft Publisher
Step -by-step description	<ol style="list-style-type: none"> 1. Each student chooses a favourite literary character to make her/his personal or professional card, using Microsoft Publisher. 2. Children read and comment on real cards (in print or digital form). What are these texts used for? What different kinds of cards are there and how are they structured? 3. They ponder on the information they need to include in the card, while also familiarize themselves with Publisher's templates. 4. Children choose the template and design that best fits their hero. 5. They make the card and present it to the rest of the class. 6. The cards are printed and used as bookmarks in



	books that feature the chosen characters.
Notes to reading promotion facilitator	<ul style="list-style-type: none">• The activity could also be done collaboratively.
Suggested follow-up actions/ activities	<ul style="list-style-type: none">• Children could also make the character's ID card.
Acknowledgements	Activity based on similar activities from Merényi et al (2010) and Brasseur (2005).
Sources	<p>Brasseur, P. (2005). <i>1001 activités autour du livre: raconter, explorer, jouer, créer</i>. Paris: Casterman.</p> <p>Merényi, Á. et al (2010). <i>101 Ideas for Innovative Teachers</i>. Budapest: Microsoft.</p> <p>Merényi, Á. et al (2010). <i>101 Ιδέες για Πρωτοπόρους Εκπαιδευτικούς</i>. Μτφρ. Γιάννα Σκαρβέλη. Αθήνα: Microsoft.</p> <p>Μπρασέρ, Φ. (2005). <i>1001 δραστηριότητες για να αγαπήσω το βιβλίο: διηγούμαι, ανακαλύπτω, παίζω, δημιουργώ</i>. Αθήνα: Μεταίχμιο.</p>