

Description of Reading Promotion Activity/ Action <u>DIGITAL LITERARY QUIZ</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 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"> • To delve into a specific book and identify with its characters and author. • Children to come in touch with a big volume of texts. • Children to play with books, utilizing ICT tools. • Children to interact within reading communities, playing, communicating, and discussing book- and reading-related issues.
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"> • 2 X 80'
Setting, materials, and preparation	<ul style="list-style-type: none"> • Place: Computer lab, classroom, or library • Materials: PCs, projector
Step -by-step description	<ol style="list-style-type: none"> 1. The teacher or librarian uses PowerPoint to put together a digital literary quiz, about books from the class and school library as well as other books read by the students. 2. The quiz is projected on a screen and students compete in groups. 3. An excerpt or some other info from a book appears on the screen each time. 4. Groups take turns, trying to choose out of three options proposed by the computer. 5. A smiling or sad face lets them know if they have chosen the correct answer and earned 5 points. 6. The total points gathered by each team determine



	<p>the winner.</p> <p>7. The winning team gets awards, metals, and/or books.</p>
Notes to reading promotion facilitator	<ul style="list-style-type: none">• The quiz should not be too easy or too hard for the children, in order to keep them interested in it.
Suggested follow-up actions/ activities	<ul style="list-style-type: none">• The activity may take place in a computer lab, where each team or students sits in front of a PC.• Older children may design their own quizzes.• Literary quizzes may take on the form of school-wide competitions, or even competitions among schools.
Acknowledgements	Adaptation from Merényi et al (2010).
Sources	<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>. Μπφρ. Γιάννα Σκαρβέλη. Αθήνα: Microsoft.</p>