

LOGO of the PROJECT

UNEX Improving Reading Practices



Title: The Reading Game

WWW.

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Title:

Keywords: *to be used after in search function on the website #readinggame #game*

Duration: *10-30 minutes. The teacher can set the time. If a group is done playing the game before the time is up, they can start over.*

Description:

To some students reading is not a fun activity. Making reading a part of a game activity we hope to motivate students to read.

Objectives:

Please list the objectives you want to achieve (short and long term)

1. To motivate students to read
2. To have all students doing various reading assignments
3. To make students aware of word classes, and how they are used in a context.

Activity(ies) (Stages):

Divide the students into small groups of 3-5 students

Give each group a dice and a board of 'The Reading Game' (see last page or pdf).

The students alternate rolling the dice and move the number of squares the dice shows - and do what the square says. Some squares give an assignment for only the one player to solve others gives assignments for all of the players to solve.

Tips for trainers

If you don't have any dice you can use an app on your phones called 'Dice'

List of resources, materials etc.

The Reading Game printed – as many as the number of groups

Dice / Dice app

Something to use as pieces – could be small pieces of papers in different colors.

Evaluation/Feedback

Are the students motivated to play the game? Yes No

Do the students do the activities states on the squares? Yes No



The Reading Game

