

Title of Activity	Reading for fun(reading a text to answer questions on it and on other authors or literary genres, as if they were participating in a quiz show with a final winner).
300-word description of educational activity (duration, pupils' age, organization of the class of pupils – pairs, groups, individual, etc., pupils' tasks, support materials, evaluation and assessment method, effect of the activity on RSP reading or RSP motivation for reading)	<p>Duration: 2 hours</p> <p>Pupils' age: 15-16.</p> <p>Organization of the class of pupils: group work.</p> <p>Pupil's tasks: studying the texts thoroughly in order to be able to answer questions on them.</p> <p>Support materials: Italian TV programme "Per un pugno di libri" on which this activity is based.</p> <p>Evaluation and assessment method: this work will be assessed by teachers through questions similar to those asked in the TV programme . This game-activity greatly appealed to students because they carefully read the fairy tale and learnt about its authors and literary genre in order to win the contest. They really had fun and highly appreciated reading as it was experienced as something funny and rewarding.</p> <p>Effect of the activity on RSP reading: having fun while reading, exchanging information contribute to considering reading no longer as a boring and lonely activity, but pleasant and sociable</p>
Connection to curriculum (grade, related objectives, KSC (Knowledge, Skills, Competencies) developed if the case)	<p>Grade: 3rd year.</p> <p>Related objectives: text analysis always starts in the 3rd year and is suggested in this activity since it helps "dismantle" the text in order to better understand it.</p> <p>Knowledge: learning to read fluently, organise information in an appropriate way.</p> <p>Skills: work in groups, sum up and single out the main information in a text.</p> <p>Competences: analyse a text and make links.</p>

<p>Bibliographic reference to be used during the activity (book, story, magazine, review, periodical, journal, etc.): author(s), title, publishing house, ISBN, no. of pages, year</p> <p>of issue, small image of the cover</p>	 <p>Fratelli Grimm, Fiabe, ed. Mondadori, 2016, pp.663, ISBN978-8804-67205-0</p>
<p>Short description of digital sources (applications, games, webpages, FB pages etc.)</p>	<p>There are countless simplified versions of Brothers Grimm's tales. Students have seen the latest filmed version of the Beauty and the Beast ; moreover there's a highly appreciated Tv series entitled "Grimm" broadcast by Netflix, where there are a lot of references to Brothers Grimm's fairy tales, including "Hansel and Gretel".</p>
<p>Results/ What we learned</p>	<p>making appropriate links between different topics, considering, reflecting and learning how to ask oneself questions and find answers</p>
<p>Recommendations (to be incorporated in O2 Handbook for RSP readers)</p>	<p>This game helps increase students' interest in reading, since it arouses their curiosity ; moreover, while having fun, the teacher can also get immediate feedback of students' knowledge</p>