


Title of Activity N. 2	Reading for fun
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 Pupils' age: 14-16. Organization of the class of pupils: group work. Pupils' tasks: Students read the extract “Gregor Samsa wakes up” from Kafka’s “Metamorphosis” and analyse it, following the teacher’s instructions. In this first step they work individually, in order to test their ability to analyse extracts, their knowledge of the psychological-fantasy genre and of the author. Then, they organize teams of 4-5 elements to simulate the quiz game broadcast by the third channel of Italian TV on Saturday afternoons “Per un pugno di libri”. Each team chooses the students who are in charge of answering the questions on authors, titles of works, genres, characters and contents of stories. Support materials: The extract “Gregor Samsa wakes up” , from Kafka’s “Metamorphosis”. A Map of the fantasy genre: fantasy and fairy tales Brother Grimms’ fairy tales “Hansel and Gretel” “Cinderella” and “Little Red Riding Hood”, from : Jacob e Wilhelm Grimm, “Fiabe”- Oscar Classici-Mondadori. Lists of authors and titles of novels from different countries, read at school, given by the teacher.</p> <p>Evaluation and assessment method: The challenge triggers competition both inside the group and among the groups belonging to the other classes involved in the Project. Games constitute an effective way of learning just because they actively involve all students, who learn while playing. All students have read the 4 extracts proposed for the analysis and have done homework about them.</p>
Connection to curriculum (grade, related objectives, KSC (Knowledge, Skills, Competencies) developed if the case)	<p>Grade: 2nd grade. Related objectives KSC: Knowledge: Narrative techniques; basic structures of narrative texts; the fantasy genre and the fairy tales. Skills: being able to distinguish the peculiar characteristics of the literary genres, recognizing fantasy, horror and terror. Competences: reading, understanding and interpreting written texts of various kinds, and in particular, using information/knowledge to face a team game, following the rules.</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 of issue, small	

<p>image of the cover</p>	<p>La Metamorfosi di Franz Kafka n. 70 pagine Editore: Einaudi (7 marzo 2014) Collana: Einaudi tascabili. Classici Lingua: Italiano ISBN-10: 8806220632 ISBN-13: 978-8806220631</p> 
<p>Short description of digital sources (applications, games, webpages, FB pages etc.)</p>	<p>The extract is well suited for the narrative analysis requested by the team game modelled on the tv programme “Per un pugno di libri”.</p> <p>http://www.perunpugnodilibri.rai.it/ http://www.culturaitalia.it/viewItem.jsp?language=en&case=&id=oai%3Aoaicat.in.dire.it%3AD-JFVG4GFS http://doc.studenti.it/scheda-libro/italiano/5/metamorfosi-franz-kafka.html http://www.hoepli.it/libro/fiabe/9788804672050.html</p>
<p>Results/ What we learned</p>	<p>Students have learned some titles and authors of the most famous and successful novels in the world.</p>
<p>Recommendations (to be incorporated in O2 Handbook for RSP readers)</p>	<p>The importance of games in the learning process has been central to studies in the educational field for centuries. Even the Latin scholar Quintilianus in his work on the education of the young suggested the use of games to introduce boring contents. The young students enjoyed themselves while learning easily.</p>