

A.B.C.: Active Book Club

an online **E**uropean **S**chool **L**iterary **C**lub

Information

Description:



At this project we are going to organize **an online European School Book Club** and an **interschool European team** that will deal with a literary book which is internationally known. As a **first step** we **vote for a book** which would be the basis of our cooperation. We expect to read the book, have discussions on its content and **gather questions and answers** that will drive us to create handmade **board-card games** and **exchange** them between participant schools. It follows **an online contest - game** on the themes that the book presents. We'll arrange **creative writing** based on some topics of the book and create **an e-book**. Also, we are going **to compare the book with the movie** that was inspired from it. Finally, we'll create **talking posters** relative to our activities.

- **The upper purpose** is **to like** the book and finally realize the **magic** of what we read, what we understood and what we felt. An online School Book club is an excellent way of **cooperation**, of encouraging pupils to read widely and frequently, and of improving **critical**, reading and spoken **language skills**. It promotes **culture** and **interaction**.

Subjects:



Art, European Studies, History, History of Culture, Language and Literature, Philosophy / Logic, Psychology, Social Studies / Sociology, Technology

Language: English

Pupil's age: 15 - 18

Tools to be used:

Chat, e-mail, Forum, MP3, Other software (Powerpoint, video, pictures and drawings), Project Diary, Twinspace, Video conference, Web publishing

Aims:

- 1) To search on the Literature field for something relative to the curriculum
- 2) To search on the Literature field for something interesting and affective for pupils
- 3) To understand and analyze human characters, human actions, human feelings and human relationships by reading and analyzing them in a book.
- 4) To find the truths that exist in an author's written papers
- 5) To be creative authors in an author's text
- 6) To have fun by playing games (Board-Card Games & online Game-Quiz) with a book (based on its content)
- 7) To compare a book with a movie that was inspired by it
- 8) To find our creativity and our accurate and short way of speaking by creating talking posters
- 9) To use a book for online and school cooperation and entertainment
- 10) To recognize the value of reading, playing and working together
- 11) To be proud of the results of our common efforts

Work process:

- 1) We find partners for our project
- 2) We plan the project (activities & time period)
- 3) We create the national school Book Clubs (members of the European), we name them and present ourselves
- 4) We vote for a book that we are going to work on
- 5) We organize the transnational working teams
- 6) We read our book
- 7) We work on the content of the book, make questions and have answers
- 8) We play an online quiz-contest
- 9) We design Board-Card Games for exchange. We have fun with them!
- 10) We have creative writing. Become authors in the text of an author
- 11) We create an e-book based on the results of the creative writing
- 12) We realize the difference between books and movies
- 13) We give publicity to our work
- 14) We create talking posters
- 15) We express our experience on a common online european project that teaches us to read and act with others by having a program, responsibility, understanding & passion.
- 16) We learn more about our partners, their countries and their ethics. We have new friends!

Expected results:

- 1) Installing in pupils the passion for reading. Pupils who love reading will read more and, over time, choose Literature which is more demanding.
- 2) To understand that a movie isn't like a book.
- 3) The School Book Club creates a circle: as the amount a pupil reads increases, his reading attainment improves, which in turn encourages him to read more.
- 4) Find out truths in the pages of a book. Realize what we read.

5) The Book Club will give pupils the chance to discuss in a non-classroom setting (online) the book they have read and to discover a new author, a new kind of book and a new story.

6) To go a step over and be pupils-writers of a new version of the book based on their fantasy, knowledge and their creativity.

7) To cooperate online and in our schools in a common acceptable and creative way by keeping the Project's Agenda

8) To learn and develop 21st critical skills in a common project

