Owlfinch: Read and play. With a partner.

Details

Reading a book is fun. Reading a book and playing a reading game afterwards - with a partner who read the same book – is even more fun! That´s what Owlfinch, the result of a previously awarded Comenius-Project, is all about.

Students can play reading games in different languages, for instance in their mother tongue first, later the same quiz can be played in English. Always with a partner from another (European) country.

The reading games are presented in a lively manner. Most of them are made up of (book) content-based questions in the form of text, letter and picture questions. There are also questions about the students' opinions about certain issues in the book. (Knowledge issues alternate with opinion questions, text-based issues alternate with image-based questions).

Subjects: Mother tongue, Foreign languages, Informatics, Art, Drama
Age group: 7-14 years
Languages: Catalan, English, Finnish, French, German, Polish, Russian, Slovak, Spanish, Turkish
Level: Easy
Duration: From 3 months to 12 months
Tools to be used: Chat, email, Forum, Powerpoint, pictures, drawings, video conference, web publishing
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Related project work for Owlfinch

The teacher and his students can develop a literature-reading game to a book they read in class. In work groups they can create suitable questions, draw pictures for the picture questions, put them online and play the games. Additional project work like describing /illustrating a certain character in the form of a poster, text, comic, ppt, scene may be another idea. The development of any supplementary feature (e. g. fables) for Owlfinch is a possibility to enhance the project work. Successful and practical results could be integrated into Owlfinch.

Pedagogical Objectives

- Students are more motivated to read books.
- Students are prompted to read accurately.
- Students are getting acquainted with literature, authors, characters

Process

Two teachers (or more) from one or from different countries agree on doing a reading project. They decide on the books their students will be reading and the period of time the project should last.

The teachers
- register their students in Owlfinch and pass the login data to their students.
- organize the books the students need for the project.

The students
- play the Owlfinch-games in their mother tongue.
- play the Owlfinch-games in any other available language.
- Communicate with their partners in the TwinSpace.
- The teachers and students discuss the idea to make their own supplementary project.
- They work in exchange on their own project.

Evaluation

The results of the common work is published in the Internet (Owlfinch, school websites or in "TwinSpace").

Follow-Up

- More reading games can be created by student groups
- Other classes can be invited to play on Owlfinch
- Each class can look for a new partner from a different country (on Owlfinch or eTwinning).
- New literature/reading-projects can be started.

Link

http://www.owlfinch.com