

Dear library staff and afterschool providers,

We are so very excited to share these 8 Fostering Readers Activities with you. We also have created an activity plan template to assist in creating your own adventures based on the best practice research that serves as the foundation for this work. Below, you will find a blank activity plan that includes descriptions of the various components of the template. In addition, we have included five tips for reading, planning, and implementing the activity plans.

With gratitude,

Your Fostering Readers Team



# Fun Title to Use in Programming

## *Sub-heading that explain activity intent*

**Age Range:** ages within the K-3rd grade range

**Group Size:** ideal size group for this activity

**Time Range:** 45-90 min

*Each activity can be shortened or lengthened using the extended learning options or “short on time” suggestions.*

### Adventure Goals:

The adventure goals are the big ideas and goals for the activity ahead. Oftentimes, these goals cannot be measured easily, but are more long term aspirations.

### Measurable Objectives and Outcomes:

**Objective:** these are the measurable goals for the activity

*Example:* Participants will write and illustrate their own comic story.

**Outcome:** the learning we hope students will walk away with after this experience

*Example:* Participants will be able to create their own comic using one or more of the elements discussed during the adventure.

### Adventure Outline:

This is a place where we briefly lay out what you will be doing during the adventure. It includes a brief description of how participating in the adventure will help participants develop skills to become strong readers, and an outline of what participants will be doing during each part of the adventure.

### Supplies:

Includes a list of all needed supplies for the adventure.

### Adventure Considerations:

This includes any special considerations for the activity.

Example considerations:

- How will you set up your program space?
- How will you make sure participants can see during read-alouds and group brainstorm?
- If your adventure includes an outdoor activity or a messy craft or experiment, are there special considerations you should prepare for to make sure participants are successful?



# Adventure Plan

## 1. Hook/Getting Started (xx minutes)

The hook is a quick activity to get participants thinking about the topic and excited for the adventure.

The getting started section can be used to familiarize participants with the activity you are exploring. Sharing a [read-aloud](#) is often included here.

## 2. Read-Aloud (xx minutes)

The read-aloud should be interactive, to engage children and get them thinking or excited about the activity.

## 3. Book Browsing Time (xx minutes)

The book browsing portion of any adventure can be moved around in the sequence of activities as you see fit. This is a time for participants to browse through the selection of books you have gathered in the program space and to select a few to read and/or borrow. While this may seem like a piece that is easy to skip when short on time, book browsing is actually an essential component that will foster reading interest beyond the scope of your day's activity.

## 4. Activity (xx minutes)

This is where participants are invited to do an activity related to the objective and outcomes you are exploring. Activities could include writing, building, drawing, creating, acting, playing, etc. You will find that the implications section of the key findings in the Fostering Readers Research Review informed these activities. The hook/getting started, read-aloud, book browsing, and activity should relate to each other in some way to help children make meaningful connections.

## Wrap-Up (xx minutes)

Include some time at the end of the adventure for participants to share with each other, either with the whole group or in pairs/family/language based small groups, about what they did and learned.

## Navigation

This is where you will find:

- Additional connections to the research
- Tips/notes
- Family engagement ideas
- Suggestions for managing time
- Ideas for differentiation
- Extended learning opportunities and variations.
- Short on time? Suggestions for shorter programs

# Variations and Extended Learning

This section was created to expand upon notes and links added in the navigation section of the adventure and to add other ideas for integrating the adventure into your broader programming.

Examples of ideas to include:

- Activity variations to enhance engagement for participants of various ages, cultures, languages and abilities.
- Time management considerations.
- Opportunities to extend learning during an adventure.
- Ideas for passive programming related to the adventure.
- Ways to integrate some of the ideas presented in the adventure into beginning reader storytime programming.

## Vocabulary

Definitions of terms used during the adventure as needed to support staff facilitators in implementing the activities.

## Read-aloud and Book Browsing Suggestions:

List the books you may read aloud and provide during the book browsing time. If you are an afterschool program provider, consider borrowing books for your adventure from the public library! Librarians at your local library would be happy to help you choose which books to borrow.

## Family Engagement:

Most libraries and a few afterschool programs invite parents and caregivers to participate in activities with their children. A list of literacy messages for staff facilitators to share with caregivers and other family members during the adventure about how they can support their child's reading development. You will also find ideas for how to engage caregivers during the adventure if they are present. A selection of family engagement ideas can be found here.

## Supporting Research:

Here you will find any research used to create the adventure to support staff facilitators in developing background knowledge. Supporting research from the Fostering Readers Research Review can be found here.



## 5 Tips for Using Fostering Readers Activity Plans

- Begin by reviewing the age range, group size and time suggestions. Does this fit your program's needs?
- Review the Adventure Goals (Objective and Outcomes). Does this fit with your anticipated participants?
- Look over the Supplies to ensure that you have the materials you will need.
- Read the main body of the Adventure. Each activity was created for a 45 minute activity window. If you know you have more or less time, you can use the sidebar and/or Variations and Extended Learning to shorten or lengthen your program.
- When choosing books for the book browsing portion of the activity or for the read aloud, preview books from your collection to ensure they are connected to the adventure goals. Also, consider including selections from websites or apps for browsing time.
- \*If time allows, review the research that has informed the adventure plan.\*

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