



## **WELCOME TO THE** Great Reading Games



### **EDUCATOR GUIDE**

Get ready. Motivate readers. Win Prizes.

# When it comes to turning struggling readers into grade-level achievers ...

## THE GREAT READING GAMES IS A REAL GAME CHANGER

Learning Ally's **Great Reading Games** is a seven-week event proven to increase reading stamina. In past years, this award-winning program helped educators engage students to:

- read **at or above-grade** level
- **double** their reading time
- **triple** their reading frequency

It's fun, it's competitive and you can win great prizes

See students read like never before



### Schedule reading time

Make sure your students have a designated **20 minutes** of reading time with Learning Ally each day. Consider scheduling 25 minutes so the device is capturing the full 20 minutes of reading. Reading stamina (20 minutes each day) is your opportunity to earn the most points in the Great Reading Games.



### Involve parents

Share the excitement with parents. Knowing their **child is reading** in the games will help them encourage more reading at home. Send home the parent [letter](#) and [instructions](#) to encourage parents to install the app on devices at home.



### Add books to entice readers

Make sure students have engaging content to read! **Ask them** about their interests and find books they'll love. Check out some of our most popular books on our [featured list](#).



### Connect to wifi

Make sure students connect to WiFi often so their reading at home and school will be counted. They do not need to be connected while reading, but need to connect frequently so their reading data will synch from their app to Learning Ally.

# Tips for teachers



## Get comfortable

Allow students to have flexible seating options when reading:

- Beanbag chairs
- Book nook that has soft lighting and pillows
- Standing
- Sitting on the floor



## Create fun themes

Themes encourage reading during the contest:

- **CREATURE FEATURE** – Have students brainstorm the various types of “creatures” they might find in a book. Read books that have creatures big and small, furry or covered in scales.
- **PAJAMA DAY** – Be sure to wear your pajamas and slippers, too!
- **CAMP OUT** – Many students have never gone camping and experienced a night sleeping under the stars. Brainstorm what might be needed when going on a camping trip. Have students bring sleeping bags or blankets, flashlights and create “tents” using desks or other school furniture.
- **ROAD TRIP** – Take students on a virtual road trip by discussing the benefits of traveling to new places and have them share places they would like to go. Then read books about traveling to new places!



## Give student incentive prizes

Motivate students to meet their reading goals by awarding simple digital prizes throughout the games. Remind them that the top 30 students nationally, no matter the schools standing, will win \$100 digital gift card.



## Involve and celebrate all students

Recognize all of your students who are striving to reach their reading goals by awarding a certificate of participation to create a feeling of accomplishment and celebration around reading. Certificates can be given to all students in your class whether they are using Learning Ally or not.

You can choose from fun awards such as:

- [Rising Reader](#)
- [Reading Champion](#)
- [Reading Warrior](#)
- [Reading All-Star](#)

# Earn points and win prizes

## JANUARY<sup>9</sup>-FEBRUARY<sup>24</sup>,2023

### HOW ARE POINTS DISTRIBUTED

- **100 points** for every day a student reads 20 minutes on a weekday
- **50 points** for everyday a student reads 20 minutes on a Saturday or Sunday
- **10 points** for every page read
- **1 point** for every student that you have reading

### BOOST-UP your GRG Score before the games begin!

November 14, 2022- January 8, 2023

- **1000 points** for every unique educator that adds a book to a student's bookshelf
- **5000 points** & a digital school badge if you get 4 or more educators to add a book to a student's bookshelf

### HOW WILL I KNOW IF MY SCHOOL IS WINNING?

- Follow the action on 12 school leaderboards.
- Schools will be placed into brackets based on grade level and past reading activity
- Each bracket will have a leaderboard of the top 10 schools.
- There are lots of opportunities to win as schools play against other schools most like them!

### WHAT DO SCHOOLS AND STUDENTS WIN?

- **\$500 digital gift card** for the top school in each bracket
- **\$150 digital gift card** for schools placing 2nd through 5th in each bracket
- **\$100 digital gift card** for schools placing 6th through 10th in each bracket
- **\$100 digital gift card** for the top 30 students in each grade level (10 in Elementary, 10 in Middle and 10 in High School)

#### Don't forget!

If you win, an administrator at your school will receive an email to claim your prizes.

# Downloads and FREE Printables

Use the following resources to motivate students, share results with parents, and create a culture of reading in your school. [More educators](#) added to your school account will help you add and engage more winning readers. Spread the word at your school!

1

## High interest popular titles

Motivate students with [featured audiobooks](#).

2

## Send home parent letter

Send home the parent [letter](#) and [instructions](#) (in English or Spanish) at the start of the games to encourage parents to support reading at home!

3

## Send home daily or weekly updates

Export and merge [student and school stats](#) to let parents know your status!

4

## Ready-made social media imagery

Download [images to share](#) on your school's social media channels.

5

## Virtual Strategies Guide

[Download this guide](#) to learn strategies for Integrating the Learning Ally Audiobook Solution in the virtual classroom setting.

6

## Spread the word

Send this [letter to faculty and staff](#) to announce your participation in the games. Print and hang this [poster](#) on school bulletin boards. Invite everyone to read along with you and encourage students to keep reading!

7

## Motivational punch cards

[Punch the card](#) each time a student completes a goal and give a prize when they complete a card. This card will be available in welcome kits. Educators can make copies of this card to create more for students.



# Frequently Asked Questions

## **My student has been reading, but I don't see their reading activity reflected on the leaderboard. Why?**

Reading data for the entire educator portal, including the Great Reading Games leaderboard is updated nightly. Your student's reading activity will be reflected on the leaderboard the day after they read.

## **Can my student read a book that was assigned last year and it be counted toward the games?**

Yes! All of the reading that a student does from all of their books (regardless of when it was assigned) counts towards the points that they earn during the Great Reading Games.

## **Why are my students not showing up on the Great Reading Games leaderboard My Student list?**

When you view the Great Reading Games leaderboard and filter by "My Students" or "All Students", you'll only see students who have reading activity from the time period of the Great Reading Games.

Your full list of students can be found in Manage Students by filtering by "My Students" or "All Students". Be sure all your students are reading during the game period so you can receive the maximum number of points! (You will not lose points for adding students who aren't reading. )

## **If I delete a downloaded book or remove a book from the bookshelf, will it impact our score?**

No! If you delete a downloaded book or remove a book from your bookshelf, it does not impact the score.

## **My student was reading outside of wifi. Do they need to log out and re-log back into the app for Learning Ally to capture the data?**

No, they do not have to log out and log back into the app for the data to be sent to the Learning Ally servers. They just need to connect to WiFi and the data will be sent to the Learning Ally servers.

## **Is the web app capturing the data for the games?**

Yes! All 6 versions of the audiobook app, including the web app, capture reading data. The reading data is used to calculate the points for the Great Reading Games.