Running your own
In-School Readers Cup

Initial Planning for Readers Cup Competition

- Gain support of your Principal and Staff
- Organise multiple copies of the books to be used in the competition considering
  - a range of genres
  - both male and female authors
  - books with male and female main characters
  - books covering a range of interest levels and reading abilities
  - Borrow copies from neighbouring school or public libraries
- Prepare an attractive student flyer
  - list the rules for the competition
  - list the books to be read
  - include the date the competition will be held
  - advertise in school newsletter
  - decide on prizes and how they will be paid for
- Introduce the Readers Cup to students
  - arrange class visits or promote the competition during library borrowing times
  - select sections to read from some of the books and promote the titles
  - hand out student flyers
  - collect entry forms of teams of four
  - encourage students to borrow the books from the library
- Prepare Readers Cup questions (usually 5-6 per book)
  - Write enough questions for each book to cover the number you will need for the number of heats you will have and the final. Prepare extra questions to cater for the possibility of a tie in the final.
  - Share the load with other teachers/teacher librarians.

Running the School Readers Cup

- Prepare a timetable for the heats and the final and publicise this for staff and students
- Invite the Principal or an author to be there to present the prizes
- Organise prizes
  - First Prize – cup/medal for each team member+ (if funds permit book voucher/book) (Idea! - Buy books from Scholastic Book Fair Sales)
  - Second Prize – book voucher/book
  - Third Prize – book voucher/book
  - Prizes for participation in the heats – lollies/bookmarks

Hints for School/Team Facilitators

When you have decided on the titles for your school's Readers Cup or been given the titles for your regional Readers Cup, put a temporary Readers Cup Sticker on the books with contact. Books could then be placed as sets in pamphlet boxes to be used by each team.

Readers Cup

The boxes could have the name of the team on the outside of the box. Another idea is for the team to place a list of their names on the side and mark off titles as they read them. They could design their own table for this. Half a tick indicates that they are reading it, and then they complete the tick when finished. E.g.

	Jamie	Sam	Jacob	Sarah	Jackson
Con-nerd	√	√		\	
Two Wolves	\		√		√
Ruins of Gorlan	√	\	√	√	
Wonder	√		\	√	
Tunnels of Tarcoola		√			\

This way teams can make sure that all the books have been read by at least one person in each team.

Encourage them to hold team meetings to discuss the books and to make up questions to ask each other. Provide each team members with a booklet in which to keep notes and write questions.

Remember the spirit of the cup is for the teams to organise their own reading schedule and approach to understanding the books. *There should be no coaching by adults.*

Hints for Readers

When you get the set of books for your team, hold a team meeting and decide who will read which books first.

Make a sheet that lists the team members and the name of the books and tick them off as you read them. You could put half a tick to indicate that you are reading it, and then complete the tick after you finish reading the book. You could do this with a spreadsheet or table on the computer. e.g.

	Jamie	Sam	Jacob	Sarah	Jackson
Con-nerd	√	√		\	
Two Wolves	\		√		√
Ruins of Gorlan	√	\	√	√	
Wonder	√		\	√	
Tunnels of Tarcoola		√			\

This way you will make sure that all the books have been read by at least one person in your team.

Hold team meetings to discuss the books, once a few of you have read the same titles.

As you read the books make up questions to ask each other. Remember the spirit of the cup is for you to organise your own team. There should be no coaching by adults.

Questions should have answers that are straight-forward and not be a yes no answer. e.g. If you were reading Harry Potter and the Philosopher's Stone, you could ask "What is the name of the game played by Harry Potter and what is he trying to catch in the game?"