

READING CHALLENGE

What is it?

There are 24 countries taking part in UEFA EURO 2020. In our challenge, each country will be represented by a book (or another type of read, such as a magazine, blog, or online article as you wish) and championed by a pupil or team. Texts are represented on your Reading Challenge wallchart, and pupils have to 'win' matches for the chance to progress their text all the way to the final.

How do I run our challenge? Before the tournament...

1. Creating the teams

It is more than likely that you will have more than 24 pupils in your class. This gives you the opportunity to have individuals plus a few pairs of pupils, which could prove useful: any pupil that might need additional support can be teamed up with another who might have a 'stronger reading game'. An ideal strike partnership.

2. Allocate a country for each child, or pair

Some countries will be in high demand. To navigate this, try the following: place a picture of the flag of each country under the seats of the pupils before they come in to class, or place a picture of each flag into a hat for a draw. If you really want to do it properly, write the names of each country on to a table-tennis ball and stir them up in a tombola drum!

3. Link a text to each nation

Now each pupil, or pair, need to have a text to champion and to 'represent' their nation. We suggest three options:

- Pupils select their own favourite book, or text, to champion.
- Pupils select a title randomly from a draw, as per the nation allocation suggestion above.
- You link a title with each country before countries are chosen.

Once you have done this, invite pupils to add their title to the Reading Challenge wallchart.

We have provided a reading list for Key Stage 1, 2 and 3, to give some ideas of titles that you could use. Your local library, or school library, might be able to help source a range of texts, but ultimately you just need 24 different texts, so you could use some from your, and colleagues', book corners.

How do I run our challenge? How UEFA EURO 2020 works

The tournament follows a pattern of a group stage, followed by knock-out rounds for 16 teams, quarter-finals, semi-finals and a final.

In the group stage each nation is represented in one of six groups. All teams in their group play each other. The top two teams from each group go through to the round of 16, along with the four best third-placed finishers across the groups. The winners from these eight matches will progress to the quarter-finals, the winners of these four matches to the semi-finals, and the winners from these two matches will be the two finalists.

The idea is to mirror these football matches with 'matches' between your pupils' texts.

Your wallchart has a representation of these matches, along with dates. There is also a space for pupils to place the name of their text, alongside the nation that it is linked to.

How do the texts 'play against' each other?

OPTION 1 (AMATEUR)

The pupil's text is affiliated with a country, and the results from that nation's matches determine the progress for that text on the wallchart i.e. if their nation wins, the text wins.



OPTION 2 (PROFESSIONAL)

Pupils have a 'book match' between their texts. Once pupils have their selected text, and before the tournament gets going, pupils should be tasked with familiarising themselves with their reads and consider why theirs is a winner. For a match, each of the pupils whose 'real-life' teams are playing in the tournament, go head-to-head and present three points to the rest of the class about why their text is so good, and should be the winner. The rest of the class holds a 'secret ballot' to decide which text 'wins'. To stretch pupils, each time they 'play' their text, they should be asked to include new points about why their text is so good.

OPTION 3 (LEGEND)

You could run two versions of the wallchart – one which reflects the progress of the texts following the success of the actual teams in the tournament, and one which reflects the success of the texts that play off against each other in your class.

For all options the process continues throughout the tournament. As matches progress, and texts are knocked out, the tension and excitement will build!

What happens when my team is knocked out?

As a team is knocked out, pupils can join another that is still in the tournament. They are tasked with taking on the team's text and will need to contribute to the next match. The 'secret ballot' system will work all the way to the final, when you could enlist some 'fans' to attend to vote for a winner. We suggest giving this responsibility to the headteacher!

What happens at the end of the tournament?

At the end of the tournament the whole group commits to reading the winning text and championing

it to the rest of the school. You could even send us a picture of you holding your text and celebrating your victory! Email sport@literacytrust.org.uk or tag us on Twitter [@Literacy_Trust](https://twitter.com/Literacy_Trust) and [@FA](https://twitter.com/FA).

How will this work for KS1?

Pupils in Key Stage 1 can also take part in this activity, and we have provided a list of texts that can support here as well.

Delivery should be the same as above, but pupils should work in small groups to champion a single text. Depending on ability, pupils can be challenged to find one or more reasons for choosing their text, rather than three. To simplify further, you could choose to start the activity once the tournament has moved on from the group stage, either from the round of 16, or from the quarter-finals.

Extension activities:

You can extend these activities by encouraging pupils to produce further materials around their text: a PowerPoint presentation, a review, alternative endings, diary of a character, etc.

You could look at further links between countries and literacy too. Can pupils research any authors, storytellers or writers from their country? Could they create some mock social media posts for their favourite players? They might like to bring in some cross-curricular activities, looking at geography, history and STEM (such as player and nation stats), for example.

Good luck!

(Authored by the National Literacy Trust)

