# Read-a-minute Tournament

## ⬤ Goals:

*There are 1440 minutes in a day. Could you read for all them? Probably not, but let's see how many minutes we can spend reading!* Encourage students to read for pleasure outside of the school day. Build excitement around reading and books with a schoolwide contest.

## ⬤ Description:

After dividing the school into teams, encourage students to read in their Glose for Education app outside of the school day. It's completely free choice. Students can read anything they wish for credit. Then using the statistics tab in Glose for Education, individuals and teams can be recognized for their reading accomplishments.

**Glose Features Used**

| | |
|---|---|
| ✔ | Highlight |
| ✔ | React |
| ✔ | Notes |
| | Dictionary |
| | Translation |
| | Reader Settings |
| | Reviews |
| | Quote page |
| ✔ | Statistics |

**Appropriate for:** All students

**How to Glose:**

- ✅ Divide the school or class into teams.

- ✅ Encourage students to read outside of class time with a free choice book.

- ✅ Once a week share both the individual and team high point standings.

- ✅ The game can continue until the last day of school or until a certain minute point is reached.

| Extend | Support | Connect |
|---|---|---|
| Have students make posters and flyers to build excitement around the contest. Provide awards for the most encouraging slogan. | Encourage students to read for pleasure at a level that is comfortable for them. The more time students spend reading, the easier reading will become. | At some point add points for students who actively use Glose for Education to highlight, react and notate what they and others are reading. Students receive one point for every reaction which is added to the total minute score. |

**Notes :**