

Desc	cription of Reading Promotion Activity/ Action	
"TO TELL THE TRUTH" GAME		
Reaches disadvantaged pupils / families	yes no x yes but not only	
Multilingual activity	yes x no	
Action especially for	girls boys x both	
Involves parents	yes x no	
Utilizes ICT	yes x no	
Objective (s)	<ul> <li>Children to interact within reading communities, playing, communicating, and discussing book- and reading-related issues.</li> <li>Children to delve into a specific literary work and/or author and present them to others.</li> <li>Children to develop their storytelling and book-talking skills.</li> </ul>	
Age level (s)	• 8-12	
Preferable number of participants	• 1-30	
Duration	• 20'	
Setting, materials, and preparation	Place: classroom, library, or elsewhere	
Step -by-step description	<ol> <li>The "To tell the truth" game was inspired by a TV show with the same name.</li> <li>Children read or listen to a story.</li> <li>Three or four students pretend to be the same fictional character from the story.</li> <li>A panel of "interrogators" ask them persistent questions, trying to find out who is the "real" character.</li> <li>The panel determines in the end which student has most convincingly "become" the character.</li> </ol>	
Notes to reading promotion facilitator	The activity is excellent for motivating children to identify with fictional characters.	





Acknowledgements	Adapted from Ontario Education (2004).
Sources	Ontario Education (2004). <i>Me Read? No Way! A practical guide to improving boys' literacy skills</i> . Ontario:  Queen's Printer for Ontario.