



# ASHRAYA

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**"Non-profit organization providing assistance on education, vocational training and income generation to rural and physically challenged children and youth in India since 1991"**

## **ARIVINA ARAMANE BOOK OF THE MONTH CLUB MANUAL**

### **A. BOOK CLUB RULES**

#### **1. For librarian**

- a. Book club should meet every month. There will be not more than 20 members in each club meeting.
- b. Book should be announced 2 weeks before the club meets (at end of previous book club meet); and book copies should be distributed to all members
- c. Each member of the group should also be given the questionnaire to fill and bring to the meeting.
- d. For each club meeting, the coordinator should select a meeting "leader" from amongst the kids. The leader will be rotated from one meeting to next so that every member will get a turn to be a leader.
- e. All meetings should begin and end on time
- f. Each member of the club should be given a score on 1 to 100 based on 3 components
  1. Scores on returned questionnaires (40% weight to final score)
  2. Participation in the meeting activities (40% weight to final score)
  3. Special marks for alternate story/sequel submissions (20% weight to final score)
- g. The best 3 participants (based on net scores above) should be given copies of the book to keep for themselves. Rest of the members should be asked to return the book copies
- h. At least two teachers in the school should be called to attend and watch the meeting proceedings (but not participate)
- i. The club meeting should be conducted inside the library
- j. Prepare bags of objects, character names, names of scenes and quotes from the books (see **MAIN ACTIVITIES** section of this manual for details)
- k. Distribute one 8 x 11 paper to each member to be used during the activities

#### **2. For participants**

- a. Come 5 minutes ahead of time to the meeting
- b. Come prepared to discuss the book. If you are not, please do not attend
- c. **Mandatory Pre-Meeting Preparation:** Fill the questionnaire ahead of time and submit to the librarian one day before the meeting. No excuse will be accepted.
- d. **Optional Pre-Meeting Preparation:**
  1. Come prepared to act out specific characters on your own
  2. Form small groups (of 2 or 3) and rehearse acting out specific scenes from the story; and come prepared to act out the scenes
  3. Write out a revised story with a totally different ending; or a sequel to the book story (in a maximum of 2 pages)
  4. Come dressed as your favorite characters if possible
- e. Allow the student leader to lead the meeting
- f. Be good listeners
- g. Raise your hand if you would like to talk
- h. Ask questions
- i. You can disagree with your friends, just do it respectfully
- j. Have fun!

## B. MEETING AGENDA

1. Every book club meeting will last for 60 minutes
2. **Pre-meeting submissions by members:**
  - a. All book club members should come to the library and submit their filled questionnaire one day before the meeting.
  - b. Any member can (optional) also write an alternate story (with a different twist and ending) or a sequel to the story and submit it to the librarian one day ahead of the meeting
3. **Pre-meeting evaluation by librarian:**
  - a. The librarian should evaluate each questionnaire and score them on a scale of 1 to 100 (40% weight to final score)
  - b. If any member has not filled the questionnaire to the librarian's satisfaction (at least 50% of the questions should be answered), the member will be asked to sit outside the circle and not be allowed to actively participate in the meeting.
  - c. The librarian will also evaluate any submitted alternate stories/sequels and pre-select one or two good ones for readouts during the meeting
4. The librarian will note down the scores for the filled questionnaire and return the questionnaires to the respective members before the meeting starts. The librarian will also give an empty 8x11 paper to each member.
5. All participating members will be asked to sit in a wide circle along with their filled questionnaires and empty papers.
6. The librarian and the team leader will stand in the middle of the circle and manage the proceedings.
7. During the meeting, the librarian should score each member on meeting participation (40% weight). Based on this score and the two pre-evaluated scores (questionnaire and alternate/sequel story submission), the librarian will estimate a final score for each student, during the meeting.
8. The meeting agenda will be as follows
  - a. **Ice Breaker Activities – 10 minutes:** The librarian and team leader will conduct ice breaker activities (3 to 4 per meeting) listed in the **Ice Breaker Activities** section of this manual.
  - b. **Question Tossler – 15 Minutes:** The librarian will read out one question at a time from the questionnaire (maximum of 10 questions in a given meeting), select a random member of the group and ask the member to come to the center of the circle and read out their answer to the entire group. If the member's answer is not satisfactory, another member will be called to the center of the circle.
  - c. **Main Activities – 25 Minutes.** The librarian and team leader will conduct the main activities (see the **Main Activities** section of this manual).
  - d. **Center Stage – 5 minutes:** 1-2 select members will be asked to present their alternate/sequel stories to the group
  - e. **Prize Distribution – 5 Minutes:** Members with top 3 final scores will be given the book copies to keep for themselves. Rest of the students will be asked to return the book copies to the librarian at end of the meeting
9. The project coordinators should select the best 3 book club meetings and reenact them during the main Library Day event

## C. QUESTIONNAIRE

1. Do you find the characters convincing? Are they believable?
3. Name the character you liked the most. And why?
4. Name the character you disliked the most. And why?
5. What was your favorite part in the book?
6. What didn't you like about the book?
7. Did any of the characters change in the story? How did they change and why?
8. Who in the book would you like to meet? What would you ask, or say?
9. If you could insert yourself as a character in the book, what role would you play?
10. Did you expect the ending or were you surprised?
11. Can you pick out a passage that strikes you as interesting?
12. Does the book remind you of your own life? An event. A person?
13. If you were to talk with the author, what would you want to know from them?

14. Would you give this book a thumbs up, down, or to the side?
15. Who in the book do you most relate to? Why?
16. If there was a sequel to this book, what do you think would happen?
17. Are any characters in the book like characters from other books that you've read?
18. Name one problem that was solved. How would you have solved it differently?
19. If you could change one thing about the story, what would it be?
20. What is the main emotion that you had when you read this book – anger, happiness, sadness, outrage, disturbance?

#### D. MAIN ACTIVITIES

1. **Object Association:** Fill a bag with objects from the story. Have everyone pull out an object and say when it was used in the book and which character used it
2. **Whose Line Is It?** Fill a bag with quotes/passages from the book. Have everyone pick a quote and state who said this and when.
3. **Dumb Charades:** Fill a bag with characters from the book. Have everyone pick a character and act it out; and get other participants to guess who it is
4. **Act it out:** Fill a bag with scenes from the book. Have groups of 2-3 pick a scene and act it out.
5. **Draw it out:** Fill a bag with scenes from the book. Have everyone pick a scene and draw it
6. **Dress up:** Come dressed up like your favorite character to the meeting
7. **Change it:** Write an alternative ending to the book to share with other members

#### E. ICE BREAKER ACTIVITIES

##### 1. WHO'S MISSING

Materials: None

Procedure: Group is seated, scattered around the room. One person, A goes out. The group moves around, changing places, and one more person, B, leaves by the other door, or hides. A returns and has 30 seconds to guess who's missing. If he does he wins, if he doesn't B wins.

##### 2. HUMAN TIC-TAC-TOE

Materials: 9 chairs

Procedure: At one end of the room, three rows of three chairs each, four feet apart. Teams: Team 1 is 'Noughts', Team 2 is 'Crosses'; they line up in corners of the room facing the chairs. When the leader calls 'noughts', the first nought runs to a chair and sits with arms circled above head. Runner must sit before Leader counts to 5 slowly. Leader calls 'crosses', first cross runs and sits with arms crossed on chest. Leader continues to call them alternately until one team.

##### 3. FAMOUS PEOPLE

Materials: Famous names on strips of card or paper, straight pins

Procedure: As people enter, leader pins a name on each person's back. Each one must walk around and try to find out who he is by asking yes-or-no questions of everyone else. When he knows who he is, he pins the paper on his front and continues to help others.

##### 4. SCRAMBLED EGGS

Materials: Chairs for everyone but one person

Procedure: Seat your group in a circle, but make sure that there is one less chair than the number of people on the group. You stand in the middle of the circle to begin the activity. Explain that you are going to call out a sentence and anyone to whom the sentence applies must get up and change chairs. It is not possible to move to the chair on either side of their present position. Your aim is to occupy one of the vacant places before someone else, so that you are no longer the person in the middle. Then the person who has been caught in the middle must think up a sentence that will cause others to change chairs, so that he/she can get to a chair first. Examples of sentences that can be called out - "All those wearing watches." "All those who had breakfast this morning." "All those with blue eyes." When "scrambled eggs" is called out, everyone must change chairs.

**5. BE IT**

Materials: None

Procedure: Leader picks someone in a group and calls out an object (say banana, tree, tiger, chair, traffic light etc.). The person should try to change his/her body to look like the object as much as possible.

**6. THE WORLD**

Materials: Large paper

Procedure: Leader draws map of the world on a large piece of paper but not name the countries. Each person in the group is asked to come forward and the leader points to a country and asks the member to say what country it is. Each named country gets a point.

**7. THE MACHINE**

Materials: None

Procedure: Participants have to become parts of a large imaginary machine. One person acts out a repetitive motion or sound of a machine part. One by one other parts are added to the machine until the whole group is involved. An example would be an engine with people playing the roles of: Starter, A wheel, Pistons, Moving Handle etc.

**8. THE HUMAN LINK**

Materials: None

Procedure: Give each group member a number from 1 – 7 (or 10, or 12 etc.). Make sure that no one else knows what their number is. They then have to line up in numerical order, but they must close their eyes and not talk. After an appropriate amount of time, stop the game.