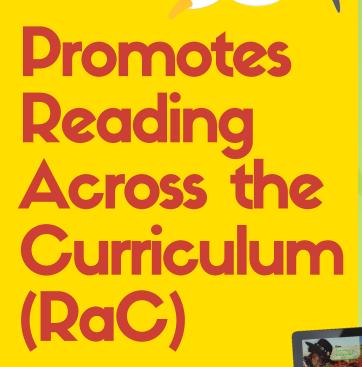


## An enriching cross-platform e-Reading and Print Book Programme that:



- brings fun and interest to learners
- inspires a love of reading anywhere, anytime
- meets your class needs for reading workshops, blended learning, and extensive reading that leads to self-directed learning



## Benefits of adopting Fun and Friends Book Club

Reading Across the Curriculum (RaC)
made FUN, EASY, WIDE-REACHING,
and ENRICHING.

RaC aims to provide opportunities for students to broaden their knowledge base, through applying and consolidating the reading skills and strategies developed in language lessons.



Non-language KLAs provide authentic contexts for the promotion of RaC.

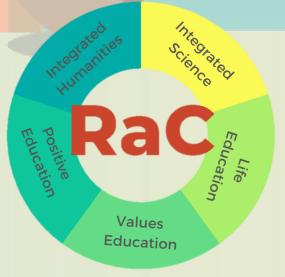
Teachers of non-language KLAs can select appropriate reading materials with related themes/topics to help students connect their learning experiences and raise their awareness of the language features that are typical in these texts.



Blended online readers
and print books
aligned with the EDB
English Language
Curriculum Guide
make blended learning
easy for any schoolbased curriculum.







2



Non-fiction books cover a wide range of authentic topic areas and text types, to help learners build confidence and develop reading skills.

Exposure to world knowledge equips learners with global vision and critical thinking skills.





Fiction books feature lovable characters that engage learners' interest in reading.















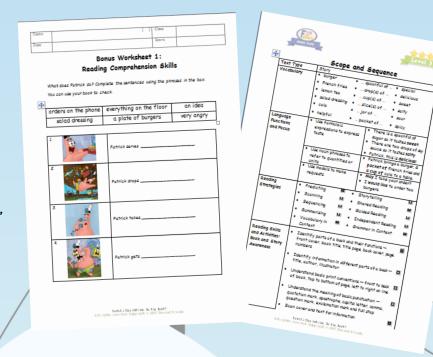
Reward schemes
with attractive
prizes help
transform reading
into a habit.

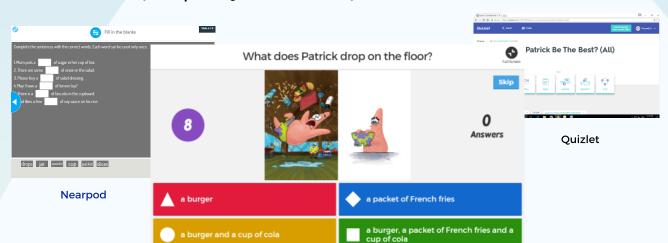




## **Teaching Support Materials**

- Scope and Sequence includes book title, text type, vocabulary, language functions and focus, reading strategies and skills, and more. This information assists teachers in choosing the most appropriate titles for their classes.
- Suggested teaching procedures are offered for pre-reading, reading, and post-reading activities to enrich the learning and teaching experience.
- Bonus Worksheets are included to let learners apply what they have learned in other contexts.
- Game Sheets and Answer Keys are provided.
- Class Reports with individual performance are available to track learners' progress.
- Other **supporting e-Learning applications** are provided to facilitate knowledge sharing and collaboration. (Nearpod, Quizlet, Kahoot!)





Kahoot!





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