

Boys and Books

Test scores around the world confirm what teachers have known for a long time: most of our boys are not performing well in reading.

Here are some ideas for finding books that boys will want to read.



For fiction, look for...

- a male protagonist
- action that begins quickly and continues throughout the story
- plot-driven rather than character-driven stories
- an “edge” or “attitude” in the central character

For non-fiction, look for...

- topics of interest to the individual
- writing that is compelling and dramatic, rather than academic
- short chunks of text with headings
- visual supports

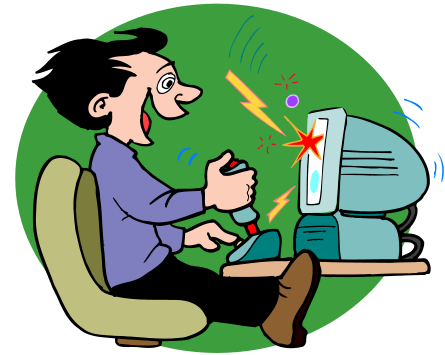
BEAR these things in mind when selecting books for boys:

- **B** Boys or men as central characters
- **E** Episodic plot structure
- **A** Action-oriented
- **R** Rebellious or anti-social attitude

For more information on Boys and Literacy, see [“The Boy Problem in Reading”](#) by Paul Kropp at www.hip-books.com (High Interest Publishing).

What can we learn from video games?

“When you design a video game, you must appeal to every player and provide appropriate challenge to every player for the duration of that game.” – Jeff Wilhelm



- Opportunity for choice
- Goals, clear purpose
- Active participation
- Competition, challenge, element of chance
- Appropriate level of challenge for the player
- Immediate feedback, consequence of actions
- Gradual scaffolding to higher levels
- Episodic, “chunks” of time