

Country: Portugal

Name: Manuela Maria Baptista

Position: Teacher Librarian

Organisation: Agrupamento de Escolas Infanta D. Mafalda, Gondomar

Activities' program of the School Grouping Infanta D. Mafalda Library, Gondomar (Portugal) In the International Month of the School Library:

- Visiting and discovering the School Library: training of users of autonomous and competent libraries;
- Participation In " Bookmark Exchange Project 2017": making and exchanging bookmarks and culture information with Hungarian, Indian,Romenian and Russian schools (students from 3rd and 5th year).
- Creation and validation of the eTwinning Project " Do you play with me?", a multiculture project (Belgium, Portugal, Greece, Romenia and Turkey) developing with the Special Needs Students during the school year(project for the inclusion);
- Sessions of Reading Time: reading some stories about themes related with the libraries, the taste of reading and multiculturality;
- Elaboration of the "Dashboard of School Library Friends": registration of messages directed to the library of each Grouping schools;
- Commemoration of the World Day of Food: staged readings of the traditional portuguese story "O caldo de pedra" (The broth of stone"), during the week, involving the students from the 6th year, articulating with the Science subject (including the dialogue about how important is eating soup and propagation of soups recipes from different countries);
- National Day of the School Library Commemoration (the 23rd October);
- Dynamization of the game "Who am I?": inspired in the International Month of the School Library 's theme " Connecting Comunities and Cultures", the game consists in tracks left by students connected to other countries/ worlds (ex: year at school; country and/ or from where they are or where their ancestors are; hobbies; physical feature; etc.); the tracks left by each student, associated with the respective hand cut in cardboard, are then exposed on a board in the School Library and identified with a number and, finally, the library users are invited to find out who are the owners of the tracks (this game has the purpose to call students ' attention to the culture diversity existing at school and to create bonds between all).

