Rachael Heidorn

Dr. Browne

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*The Hunger Games:* Literature, Literacy, and Online Affinity Spaces

 Jen Scott Curwood wrote this article to emphasize the importance on involving technology and interest when it comes to teaching literacy. The main topic was about how a boy named Jack read the *Hunger Games* trilogy and fell in love. He ended up producing his own fan site and game based on the books. He created what is called an Affinity. “Affinity spaces are physical, virtual, or blended spaces where people interact around a common interest or activity (417).” Curwood strongly encourages educators to involve technology whenever possible. She says that it does not replace the teacher but actually advance their skills. Technology prepares the student for the 21st century. Many popular books create paratexts. Paratexts are often a website created by a fan. These partexts help create schema for the reader and to understand deeper meanings or themes of the text (423). Curwood also suggests introducing literature that the students will actually enjoy. Jack’s classroom read the *Hunger Games* and he said the entire class loved it. The book produced amazing discussions in his class. Getting the class into a popular book will hopefully get the students interested in reading and continuing to read on their own time.

Work Cited

Curwood, Jen Scott. “*The Hunger Hames:* Literature, Literacy, and Online Affinity Spaces.” *Language Arts* July 2013: 417-427. Print.