

## GSA Book Fair Family Night Schedule

Join us anytime between 4 -7 pm to browse books, listen to readings, purchase teacher wish list books and enjoy refreshments!

4:00 p.m. Event Starts
4:30 p.m. Ilene Novy Reading, 3<sup>rd</sup> Floor
5:00 p.m. Brandon Ward Reading, 3<sup>rd</sup> Floor
5:30 p.m. Nancy Hoover Reading, 3<sup>rd</sup> Floor
6:00 p.m. Alex Argyros Reading, 3<sup>rd</sup> Floor
7:00 p.m. Event Ends

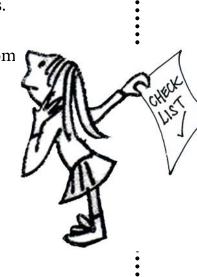




Shop All Week. Open 9am – 11pm Daily. 512 472.5050 603 N. Lamar Blvd, Austin, TX 78703 \*Not Valid for purchases of Gift Cards, camp registrations, or coffee shop items.

## **Book Fair Checklist**

- Bring this official GSA book fair flyer with you to BookPeople Nov 27 – Dec 2.
- Invite friends and family to shop at BookPeople.
   Be sure to send them a link to this flyer posted on the GSA website.
- o Bring your holiday shopping list.
- Buy a book from your teacher's wish list to add to your daughter's classroom library.
- o Buy lots of amazing books and gifts.
- Shop online at www.bookpeople.com Enter "GSA" in comments.
- Support the school that supports your daughter!



## **GSA Book Fair Highlights**

November 27- Dec 2 GSA Book Fair at BookPeople 20% of all sales will go to GSA when you present this flyer\* or enter GSA in comments of online orders.

November 27 - Reader Visit: Topher from BookPeople BookPeople's outreach coordinator/story teller extraordinaire will share some of his favorite new children's books with grades K-2.

November 28 - Author Visit: Christina Soontornvat Christina Soontornvat, author of *The Changelings* series and the picture book, *The Ramble Shamble Children* will be on campus for a reading, break-out sessions, Q & A and a book-signing.

November 30 - Family Night at BookPeople 4-7pm See over for schedule.

## December 1 - Author Visit: Canan Yetmen

Guest writer Canan Yetmen will talk with 7<sup>th</sup> and 8<sup>th</sup> grade about the challenges and fun of writing historical fiction – how to craft a story in the gaps between actual events and how to have interesting characters navigate a half real, half imagined world.