LESSON MAKER PRO

Mode Match

Build a digital message for a real audience.

GRADE 12 · 12.DL.17

12.DL.17 "Use images, sound, animation, and other modes of expression to create or enhance individual or collaborative digital and multimodal texts that are suitable in purpose and tone for their intended audience and occasion."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Choose modes for what they add, not just for decoration.
2. Explain how each choice fits the audience and occasion.
3. Play a MOVE card only when its starter fits what you actually say.
4. Record agreement or open differences honestly. No one has to change their mind.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card. On paper, draft a three-slide digital post with on-screen words and at least one other mode, such as images, sound, or animation.
2. Each player takes one ROLE card. With three players, share the unclaimed role's job.
3. Shuffle two copies of each MOVE card. Deal four to each player and set aside the extras.
4. Set a 12-minute timer. Discuss and draft the post. When you genuinely use a card's starter, place it in the middle.
5. Stop when time is up, even if cards remain. Record the group's choices and any open differences, then check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I used words and at least one other mode to serve the post's purpose.
- [ ] I checked whether the tone fit the audience and occasion.
- [ ] I considered how the post would work without sound or motion.
- [ ] I can name our agreement and any open differences without claiming anyone changed their mind.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Club Fair Invite

Create a digital invite to an imagined club fair for students new to clubs. How will your slides make the event feel welcoming without inventing event details?

TOPIC

Study Break Tip

Create a digital study-break tip for classmates during finals. How will your slides offer one practical idea in a calm tone?

TOPIC

New Student Welcome

Create a digital welcome for students entering your school. How will your slides help them feel included without assuming they know the school?

ROLE CARDS · one per player

ROLE

Audience Scout

Check whether the words and tone fit the people and occasion on the TOPIC card.

ROLE

Visual Architect

Check what images or animation add and whether each slide is easy to read.

ROLE

Sound Editor

Check whether voice, music, or silence helps the message.

ROLE

Access Checker

Check whether someone can understand the post without hearing sound or seeing motion.

MOVE CARDS · deal 4 to each player

MOVE CARD

AUDIENCE FIT

"For this audience and occasion, we should ____ because ____."

MOVE CARD

TONE CHECK

"The people seeing this may need ____, so our tone should ____."

MOVE CARD

IMAGE CHOICE

"Let's use ____ to show ____ rather than just tell it."

MOVE CARD

SOUND CHOICE

"Sound or silence would help here by ____."

MOVE CARD

MODE REASON

"That image, sound, or motion choice fits our purpose because ____."

MOVE CARD

ACCESS ROUTE

"To make this work without sound or motion, we could ____."

MOVE CARD

PLAN SUMMARY

"Our shared choices are ____; open differences, if any, are ____."

MOVE CARD

POSITION CHECK

"I still prefer ____ because ____; we can record that view without forcing agreement."

Cards last longer on thick paper.

Mode Match

RUNNING THE ROUNDS

Run each round for 12 minutes and stop at the timer; unused cards are expected. If one student speaks less, invite that student to show or explain a slide choice, but do not require a card play or a change of opinion. A group may report full agreement, unresolved differences, or a reasoned unchanged position.

WHAT A STRONG ROUND SOUNDS LIKE

Mira	For this audience and occasion, we should sound welcoming because some students may not know what happens at a club fair.
Theo	Let's use a sketch of several club tables to show variety rather than just tell it.
Ari	Sound or silence would help here by letting a calm voice read the invitation without loud music.
Mira	To make this work without sound or motion, we could put the invitation in readable text on a still slide.
Theo	Our shared choices are sketches, readable text, and a calm voice; open differences, if any, are none.

LISTEN FOR

- A mode choice linked to what the audience needs to understand or feel
- A specific explanation of how image, sound, animation, or text serves the purpose
- Readable on-screen text or another way to understand sound and motion
- An accurate summary of agreement, open differences, or a supported unchanged view

There are no right answers to the topic cards. Score the moves students make, not their opinions.