LESSON MAKER PRO

Word Choice Workshop

Build a short message with words that do real work.

GRADE 7 · 7.VL.32

7.VL.32 "Apply vocabulary in writing to convey and enhance meaning."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Use a MOVE card only when its starter helps the writing or explains a word in it.
2. Choose words that mean what you intend.
3. Agree when you agree, and name any differences honestly.
4. You may keep a word choice when a reason or example supports it.

HOW TO PLAY Teams of 3 or 4

1. Pick one TOPIC card and read its writing task.
2. Take one ROLE card each. With three players, share the fourth role as a group.
3. Shuffle two copies of the eight MOVE cards and deal four to each player.
4. Set a 10-minute timer. Each write one idea, then build a shared two-sentence message. Play a card when you genuinely use its starter.
5. At 10 minutes, stop. Read your draft, leave unused cards, and check only the reflection statements that are true.

AFTER THE ROUND Check what you did

- [ ] I wrote or helped revise a sentence using precise words.
- [ ] I explained how a word helped convey meaning.
- [ ] I checked whether our words would make sense to student readers.
- [ ] I had a reason for a word choice I kept or changed.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Lunch Line

Write a two-sentence message to students suggesting one realistic way to make the lunch line move more smoothly. Show what students should do and why.

TOPIC

Lost Items

Write a two-sentence message to students suggesting one realistic way to help lost items get back to their owners. Show what students should do and why.

TOPIC

Group Work

Write a two-sentence message to students suggesting one realistic way to make group work run more smoothly. Show what students should do and why.

ROLE CARDS · one per player

ROLE

Word Scout

Look for places where a more precise word could sharpen the message.

ROLE

Draft Keeper

Write the group's shared draft and record revisions.

ROLE

Meaning Checker

Check that each important word means what the group intends.

ROLE

Reader Guide

Read the message as a student would and point out wording that may be unclear.

MOVE CARDS · deal 4 to each player

MOVE CARD

START DRAFTING

"One sentence we could write is ____."

MOVE CARD

NAME PRECISELY

"I would replace a vague word with ____."

MOVE CARD

ADD DETAIL

"Let's add the word ____ to show exactly what students should do."

MOVE CARD

EXPLAIN MEANING

"I chose this word because ____."

MOVE CARD

CONSIDER READERS

"This word fits our readers because ____."

MOVE CARD

REVISE WORDING

"Let's revise our sentence to say ____."

MOVE CARD

SHARPEN SENTENCE

"A clearer way to write that sentence is ____."

MOVE CARD

SUMMARIZE DRAFT

"So far, our draft says ____."

Cards last longer on thick paper.

ANSWER KEY

Word Choice Workshop

GRADE 7 · 7.VL.32

RUNNING THE ROUNDS

Print two copies of the MOVE cards per group and use a 10-minute timer for each round. If participation is uneven, invite a quieter player to offer wording for the draft, but do not require anyone to use an inapplicable card. Groups may finish in agreement or note unresolved word choices without inventing a disagreement or forcing a change.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	One sentence we could write is 'Students should wait in a good line.'
Maya	I would replace a vague word with 'single-file.'
Leo	I chose this word because it tells students to stand one behind another.
Noah	Let's revise our sentence to say 'Students can wait in a single-file line so everyone reaches lunch more quickly.'
Ava	So far, our draft says 'Students can wait in a single-file line so everyone reaches lunch more quickly. Leave room near the doors for people walking past.'

LISTEN FOR

- A precise word replaces vague wording in the written draft.
- Students explain how a word changes or clarifies meaning.
- Revisions help student readers picture an action or its effect.
- Students give reasons for choices they keep as well as choices they change.

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