LESSON MAKER PRO

Words That Fit

Choose words for the person and the purpose.

GRADE 7 · 7.VL.33

7.VL.33 "Select and utilize effective words and phrases that are suitable for purpose and audience to communicate clearly in a variety of situations."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Use a MOVE card only when its starter fits what you mean.
2. Give a reason for a word choice when you can.
3. You may agree, keep different choices, or change your mind.
4. Leave any MOVE cards that do not fit in your hand.

HOW TO PLAY Teams of 3 or 4

1. Form a group of three or four and draw one TOPIC card.
2. Take one ROLE card each. With three players, share the fourth job during the last minute.
3. Deal four MOVE cards to each player from two sets of cards.
4. Set an eight-minute timer. Discuss the topic, and play a card to the middle when you use its starter.
5. Stop when the timer ends, even if cards remain. Check the reflection statements that are true for you.

AFTER THE ROUND Check what you did

- [ ] I chose words for a specific listener.
- [ ] I explained how wording fit its purpose.
- [ ] I made a message more exact or clear.
- [ ] I can explain why I kept or changed my wording choice.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Group Project Update

A group project is due tomorrow. How would you ask a classmate for their part and update your teacher about your progress? Explain your word choices.

TOPIC

Lost Item Notice

You lost a water bottle at school. How would you describe it to classmates and to the school office so they can help find it?

TOPIC

Hallway Request

A crowded hallway is blocking a doorway. How would you ask students and a school staff member to help clear it? Explain your word choices.

ROLE CARDS · one per player

ROLE

Listener Lens

Check whether each phrase suits the person who will hear or read it.

ROLE

Goal Keeper

Check whether each phrase helps the message do its job.

ROLE

Word Picker

Suggest exact words when a message is vague.

ROLE

Choice Tracker

In the last minute, name the group's wording choices and any open questions without forcing agreement.

MOVE CARDS · deal 4 to each player

MOVE CARD

AUDIENCE MATCH

"For this listener, I'd use ____."

MOVE CARD

AUDIENCE REASON

"That wording fits this listener because ____."

MOVE CARD

EXACT WORD

"A more exact word or phrase would be ____."

MOVE CARD

WORD REASON

"That word helps the listener understand ____."

MOVE CARD

CLEAR REWRITE

"I could make that message clearer by saying ____."

MOVE CARD

CHECK MEANING

"Someone might take that to mean ____, so I would say it another way."

MOVE CARD

CHOICES SO FAR

"Our wording choices so far are ____."

MOVE CARD

REASONED CHOICE

"Based on our audience and goal, I think ____."

Cards last longer on thick paper.

Words That Fit

RUNNING THE ROUNDS

Print two sets of the eight MOVE cards per group so every player can receive four. Run the eight-minute round to its end, leaving unused cards in players' hands. If participation is uneven, invite quieter players to offer a wording choice without requiring them to play a card, disagree, or change their view.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	For this listener, I'd use 'Could you send your slide tonight?' when I message my classmate.
Luis	A more exact word or phrase would be 'science slide,' since our project has several slides.
Nia	I could make that message clearer by saying 'Could you send your science slide by 7 tonight?'
Owen	For this listener, I'd use 'Our science slide is not in the shared file yet' when I update the teacher.
Maya	Our wording choices so far are 'send your science slide by 7 tonight' for the classmate and 'the science slide is not in the shared file yet' for the teacher.

LISTEN FOR

- Words chosen for a named listener rather than for everyone
- A specific phrase replacing vague wording
- An explanation connecting wording to the message's purpose
- A summary that reports agreement or open choices accurately

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