LESSON MAKER PRO

Story Choice Cards

Trace how a writer's choices shape meaning.

GRADE 8 · 8.CL.10

8.CL.10 "Engage in coherent and collaborative discussions about prose and poetry by evaluating the use of literary devices and elements."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Use details you actually remember. Do not invent quotes.
2. Listen to each reading before you respond.
3. Explain what a device or story element does, not just whether you like it.
4. You may agree, keep your view, or leave a question open.

HOW TO PLAY Teams of 3 or 4

1. Form a group of three or four. Pick one TOPIC card and choose a story, poem, or song lyric you all know.
2. Take one ROLE card each. With three players, set aside Thread Keeper and share that job.
3. Shuffle two sets of MOVE cards and deal four cards to each player.
4. Agree to a seven-minute round. When a starter fits what you truly want to say, finish it aloud and play the card to the middle.
5. In the last minute, share your agreements and any real open questions. Stop at seven minutes, even if cards remain, then check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I named a device or story element.
- [ ] I used a remembered detail to support a reading.
- [ ] I explained how a writer's choice affects meaning or mood.
- [ ] I listened for agreement or real differences without forcing either.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Narrator's View

Choose a story you all know. How does the narrator's point of view shape what you learn about a character?

TOPIC

Repeated Words

Choose a poem or song lyric you all remember that repeats a word or line. How does the repetition shape its mood or meaning?

TOPIC

Choices and Conflict

Choose a story you all know. How do a character's choices and the main conflict shape its theme?

ROLE CARDS · one per player

ROLE

Choice Spotter

Listen for a named device or story element, and ask what the writer does with it.

ROLE

Detail Finder

Ask for a specific moment or detail that the group remembers.

ROLE

Effect Scout

Ask how a writer's choice affects mood, meaning, or a reader's view.

ROLE

Thread Keeper

Near the end, state what the group agrees on and any question that remains open.

MOVE CARDS · deal 4 to each player

MOVE CARD

SPOT CHOICE

"One device or story element that matters here is ____."

MOVE CARD

SPOT CHOICE

"The writer's choice that matters most is ____."

MOVE CARD

FIND DETAIL

"One part I remember that shows this is ____."

MOVE CARD

FIND DETAIL

"A detail that supports that reading is ____."

MOVE CARD

JUDGE EFFECT

"That choice shapes the mood or meaning by ____."

MOVE CARD

JUDGE EFFECT

"I think this choice works well or poorly because ____."

MOVE CARD

CONNECT VIEWS

"Building on your point, I think the detail suggests ____."

MOVE CARD

CONNECT VIEWS

"Our views so far fit together or differ in this way: ____."

Cards last longer on thick paper.

Story Choice Cards

RUNNING THE ROUNDS

Print two copies of each MOVE card per group. For another seven-minute round, switch topics and roles; if participation is uneven, invite quieter students to speak with or without a fitting card. Accept unused cards, full agreement, unresolved questions, and positions that remain unchanged for evidence-based reasons.

WHAT A STRONG ROUND SOUNDS LIKE

Jay	The writer's choice that matters most is having the hare stop for a nap during the race.
Mira	One part I remember that shows this is the tortoise keeping on while the hare sleeps.
Dev	That choice shapes the mood or meaning by showing that speed alone may not win if you stop trying.
Ali	Building on your point, I think the detail suggests steady effort can beat careless speed.
Jay	Our views so far fit together or differ in this way: we agree that the hare's nap makes overconfidence a warning in the story.

LISTEN FOR

- Names a device or story element accurately
- Points to a specific remembered detail rather than an invented quote
- Evaluates how a writer's choice shapes mood, meaning, or theme
- Connects readings while reporting agreement or differences truthfully

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