

Media Move Match

Build a smarter presentation plan, one move at a time.

HIGH SCHOOL • SL.11-12.5

CCSS.ELA-Literacy.SL.11-12.5 "Make strategic use of digital media (e.g., textual, graphical, audio, visual, and interactive elements) in presentations to enhance understanding of findings, reasoning, and evidence and to add interest."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak from your role.

2 Play a card only after you use its starter.

3 Name the media and its purpose.

4 Build on an idea already shared.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and read the question aloud.
2. Each player takes one Role card. Give each player four Move cards, using repeated printed sets if needed.
3. Take turns using one card's sentence starter to add to the group's presentation plan.
4. After you genuinely use the starter, place that card in the middle and complete your role job.
5. Keep talking until every player has played all four cards, then complete the reflection.

AFTER THE ROUND Check what you did

☐ I chose digital media that fit a claim or finding.

☐ I explained how media clarified reasoning or evidence.

☐ I considered a source's limits or the audience's access needs.

☐ I helped plan an order that made the presentation easier to follow.



TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Later Start Times How should your group use digital media in a three-minute presentation that argues for or against a later school start time?	Phone-Free Lunch What digital media should your group use to persuade school leaders to keep or change a phone-free lunch policy?	AI Study Tools How can your group use digital media to present a clear recommendation about using AI tools for schoolwork?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Evidence Detective Check that each proposed media item connects to a source, finding, example, or piece of evidence.	Audience Lens Notice whether the audience will understand the point quickly and clearly.	Flow Director Track the order of ideas so the media supports the presentation's reasoning.	Access Ally Check that media would be readable, audible, captioned, and useful for different audience members.

MOVE CARDS · deal 4 to each player

MOVE CARD PROPOSE MEDIA “An effective ____ would be ____ because ____.”	MOVE CARD PROPOSE MEDIA “Instead of only text, we could use ____ to show ____.”	MOVE CARD EXPLAIN FIT “This ____ supports our claim because ____.”	MOVE CARD EXPLAIN FIT “Our audience will understand ____ better if we show ____.”
MOVE CARD TEST EVIDENCE “Before we include ____, we need to check ____.”	MOVE CARD TEST EVIDENCE “This source is limited because ____, so we should ____.”	MOVE CARD PLAN SEQUENCE “First show ____, then ____, so the audience ____.”	MOVE CARD PLAN SEQUENCE “After ____, we could add ____ to help the audience ____.”

Print one card sheet per team. Cards last longer on thick paper.

RUNNING THE ROUNDS

Use one Topic card per round and print enough repeated Move-card sets for every player to receive four cards. Listen for strategic choices, not simply a list of media tools. If participation is uneven, require turn-taking and let the Flow Director invite the next player before anyone takes another turn.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	An effective bar graph would be the results of a student sleep survey because it lets school leaders compare how many students get enough sleep.
Jordan	This bar graph supports our claim because it connects student sleep patterns to our argument for a later start time.
Noah	Before we include the survey results, we need to check how many students answered and whether the questions were fair.
Ava	Our audience will understand the daily impact better if we show a short timeline of a student's morning before school.
Maya	First show the survey graph, then the morning timeline, so the audience sees the evidence before the personal example.

LISTEN FOR

- Names a specific digital media choice and its purpose
- Explains how media strengthens a claim, finding, or line of reasoning
- Questions source quality, limits, or accessibility
- Sequences media so evidence and explanation work together

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