

Show It, Hear It

Choose media that makes a presentation's main idea clearer.

GRADE 4 • SL.4.5

CCSS.ELA-Literacy.SL.4.5 "Add audio recordings and visual displays to presentations when appropriate to enhance the development of main ideas or themes."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen while another player speaks.

2 Build on the group's main idea.

3 Choose visuals and recordings that fit the topic.

4 Play a card only after you say its starter.

HOW TO PLAY Teams of 3 or 4

1. Take one topic card and read the question together.
2. Each player takes one role card.
3. Give each player a shuffled copy of the move cards and deal four cards to each player.
4. Take turns talking. Finish a card's starter, say it aloud, and place that card in the middle.
5. End the round when everyone has played all four cards, then check the reflection.

AFTER THE ROUND Check what you did

☐ I suggested a visual display that fit our main idea.

☐ I suggested an audio recording that fit our main idea.

☐ I explained how a media choice would help the audience.

☐ I checked or improved a media choice.


TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Indoor Recess Plan a short presentation that tells your class how to make indoor recess fun. What visual display and audio recording would make your main idea clearer?	Welcome Team Plan a short presentation that helps a new student feel welcome at your school. What visual display and audio recording would support your main idea?	Clean Playground Plan a short presentation that encourages students to keep the playground clean. What visual display and audio recording would help your message?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Idea Keeper Keep the group focused on one clear main idea for the presentation.	Visual Scout Suggest visual displays and check that each one helps explain the main idea.	Audio Scout Suggest audio recordings and explain what listeners would learn from each one.	Fit Judge Check that each choice fits the main idea and invite a quieter player to share.

MOVE CARDS · deal 4 to each player

MOVE CARD PICK A VISUAL “A ____ would help people see ____.”	MOVE CARD PICK A VISUAL “A ____ would help people see ____.”	MOVE CARD ADD A RECORDING “A recording of ____ would help listeners ____.”	MOVE CARD ADD A RECORDING “A recording of ____ would help listeners ____.”
MOVE CARD LINK MAIN IDEA “This choice supports our main idea that ____.”	MOVE CARD LINK MAIN IDEA “This choice supports our main idea that ____.”	MOVE CARD CHECK THE FIT “____ is a good choice because it is connected to ____.”	MOVE CARD REVISE THE CHOICE “Instead of ____, we could use ____ because ____.”

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

RUNNING THE ROUNDS

Print one move-card deck for each player, shuffle each deck, and deal four cards per player for each round. There are no single correct media choices, but students should explain how each choice supports the topic's main idea. If participation is uneven, pause after a turn and have the Fit Judge invite a player who has spoken less.

WHAT A STRONG ROUND SOUNDS LIKE

Lia	A photo of an indoor recess choice board would help people see the games students can choose.
Omar	This choice supports our main idea that a choice board can make indoor recess fun.
Noah	A recording of a student explaining a favorite game would help listeners hear an example of a recess choice.
Ava	Instead of loud cheering, we could use a student explanation because it keeps the focus on the game choices.
Lia	A student explanation is a good choice because it is connected to our idea of easy indoor recess choices.

LISTEN FOR

- Names a specific visual display and its purpose
- Suggests an audio recording and explains what listeners will learn
- Connects a media choice to the presentation's main idea
- Revises or rejects a media choice that does not fit

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