

Media Matchup

Choose media that makes your main idea clearer.

GRADE 5 • SL.5.5

CCSS.ELA-Literacy.SL.5.5 "Include multimedia components (e.g., graphics, sound) and visual displays in presentations when appropriate to enhance the development of main ideas or themes."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Use a card only when its idea fits the presentation.

2 Explain why a visual or sound would help.

3 Choose sound only when it adds meaning.

4 Make space for every player to speak.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and read the group task.
2. Each player takes a different Role card. Put extra roles aside.
3. Use two copies of the Move cards, shuffle them, and deal four cards to each player.
4. Take turns completing a Move card starter with an idea that fits your presentation. Play that card in the middle after you speak.
5. Keep building the presentation until every dealt card is in the middle. Then check the reflection statements.

AFTER THE ROUND Check what you did

☐ I helped choose media that fits our main idea.

☐ I explained how media could help the audience understand.

☐ I considered whether sound was useful or not needed.

☐ I helped make a visual display or sound clearer.



TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Safer Recess Plan a one-minute presentation that persuades students to choose one change that could make recess safer. Decide which visual display or sound, if any, would strengthen your main idea.	Save School Water Plan a one-minute presentation that persuades students to save water at school. Decide which visual display or sound, if any, would strengthen your main idea.	Kind Lunchroom Plan a one-minute presentation that persuades students to make the lunchroom kinder. Decide which visual display or sound, if any, would strengthen your main idea.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Idea Keeper Listen for a clear main idea and point out when media does not support it.	Media Matcher Suggest visual displays or sounds that fit the group's message.	Audience Eyes Check whether the audience could understand the media quickly and clearly.	Turn Tracker Watch for players who have not spoken and invite them to use a card.

MOVE CARDS · deal 4 to each player

MOVE CARD VISUAL PICK “A useful visual display would be ____ because it helps our audience see ____.”	MOVE CARD VISUAL PICK “We could show ____, and it would make our main idea clearer by ____.”	MOVE CARD SOUND CHECK “Sound is not needed here because ____.”	MOVE CARD MAIN LINK “This visual or sound supports our main idea that ____ because ____.”
MOVE CARD MAIN LINK “Our main idea is ____, so ____ would help explain it.”	MOVE CARD AUDIENCE CHECK “Our audience will understand ____ better if we show or play ____.”	MOVE CARD IMPROVE MEDIA “To make the visual or sound clearer, we could ____.”	MOVE CARD COMPARE CHOICES “Between ____ and ____, I think ____ better supports our idea because ____.”

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

RUNNING THE ROUNDS

Print two copies of the Move cards for each group, then deal four cards per player. During rounds, require players to explain the connection between media and the main idea before playing a card. If participation is uneven, have the Turn Tracker call on a player who has fewer cards in the middle.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	A useful visual display would be a simple playground map because it helps our audience see the safe walking path.
Noah	This visual or sound supports our main idea that clear walking paths can make recess safer because students can see where to walk.
Ava	Sound is not needed here because the map shows the safe path faster than a sound can.
Liam	Our audience will understand where to walk better if we show the playground map.
Maya	To make the visual or sound clearer, we could use large labels and one bright line for the route.

LISTEN FOR

- Names a visual display or sound and connects it to the main idea
- Explains how the audience will understand more clearly
- Decides when sound is useful and when it is unnecessary
- Suggests specific improvements for clarity

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