

Media Match Up

Build a presentation plan that makes ideas clear.

GRADE 6 • SL.6.5

CCSS.ELA-Literacy.SL.6.5 "Include multimedia components (e.g., graphics, images, music, sound) and visual displays in presentations to clarify information."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak when a move card fits your idea.

2 Say how the audience will understand the idea.

3 Build on the plan your group has started.

4 Play a card only after you use its starter.

HOW TO PLAY Teams of 3 or 4

1. Pick one Topic card and read the task aloud.
2. Each player takes one Role card.
3. Use two copies of the Move cards, shuffle them, and deal four cards to each player.
4. Take turns using a card starter to add a real idea to your presentation plan, then play that card in the middle.
5. Keep going until every dealt card is played, then check the reflection statements.

AFTER THE ROUND Check what you did

☐ I named a visual display for our presentation.

☐ I suggested a sound, music, image, or graphic component.

☐ I explained what information a component would clarify.

☐ I connected a media choice to our main idea.



TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Better Lunchroom Plan a one-minute presentation suggesting one change to make lunch calmer or smoother, including a visual display and a sound or music component that clarify your idea.	Smart Recess Plan a one-minute presentation suggesting one new recess choice, including a visual display and a sound or music component that clarify your idea.	Reading Corner Plan a one-minute presentation suggesting one improvement to your classroom reading area, including a visual display and a sound or music component that clarify your idea.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Visual Scout Notice when the group names a visual display and ask what it will help the audience see.	Sound Finder Help the group choose a useful sound or music component and explain what it will add.	Clarity Coach Ask whether each image, sound, chart, or diagram matches the group's main point.	Order Builder Help the group decide when each visual or sound component should appear in the presentation.

MOVE CARDS · deal 4 to each player

MOVE CARD VISUALIZE POINT “A photo or drawing of ____ would help the audience see ____.”	MOVE CARD VISUALIZE POINT “An image of ____ would make ____ clearer.”	MOVE CARD ADD SOUND “A sound clip of ____ could help explain ____.”	MOVE CARD ADD SOUND “A short music clip could set the mood for ____ because ____.”
MOVE CARD SHOW DATA “A chart or graph could show ____ clearly.”	MOVE CARD SHOW DATA “A labeled diagram could show how ____ works.”	MOVE CARD CHECK FIT “This visual matches our point about ____ because ____.”	MOVE CARD CHECK FIT “This sound or image helps our audience understand ____ because ____.”

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

RUNNING THE ROUNDS

Print two copies of the Move cards so groups of four can each receive four cards. The sample exchange models the Better Lunchroom topic. If participation is uneven, use turn taking and have the Order Builder invite the player with the fewest played cards to contribute next.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	A photo or drawing of crowded lunch tables would help the audience see why students need more places to sit.
Leo	A chart or graph could show the results of a student poll about finding seats clearly.
Zoe	This visual matches our point about crowded tables because it shows students waiting for seats.
Noah	A sound clip of a noisy lunchroom could help explain why students have trouble talking.
Maya	A labeled diagram could show how a quieter seating area works.

LISTEN FOR

- Names a specific image, chart, graph, diagram, sound, or music clip
- Explains what the audience will see, hear, or understand
- Connects the media choice to the presentation's main point
- Chooses components that clarify instead of just decorate

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