

Archetype Card Clash

Compare how familiar stories use character patterns.

GRADE 8 • ELA.8.R.3.3

ELA.8.R.3.3 "Compare and contrast the use or discussion of archetypes in texts."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Choose texts everyone in your group knows well.

2 Keep both texts in the conversation.

3 Finish a card starter with a specific idea before playing it.

4 Listen closely and build on each speaker's idea.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and name two texts that fit its question.
2. Each player takes a different Role card and reads the job.
3. Use enough printed Move Card sets, then shuffle and deal four Move cards to each player.
4. Take turns using one card starter in a complete idea, then place that card in the middle.
5. Continue until every player has played all four cards.

AFTER THE ROUND Check what you did

☐ I named an archetype in each text.

☐ I explained a similarity between the texts.

☐ I explained a difference between the texts.

☐ I explained why an archetype choice matters.


TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Hero Paths Choose two stories everyone knows that each have a hero. Compare and contrast how the stories use the hero archetype.	Powerful Opponents Choose two stories everyone knows that each have an antagonist. Compare and contrast how the stories use the antagonist archetype.	Helpful Guides Choose two stories everyone knows that each have a mentor or guide. Compare and contrast how the stories use that archetype.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Pattern Scout Listen for clear names of archetypes and ask the group to explain any unclear label.	Text Tracker Make sure the group connects each idea to both selected texts.	Contrast Coach Listen for both similarities and differences in how the archetype is used.	Meaning Maker Ask how each use of the archetype shapes readers' ideas or feelings.

MOVE CARDS · deal 4 to each player

MOVE CARD NAME ARCHETYPE “In ____, the ____ archetype is shown through ____.”	MOVE CARD NAME ARCHETYPE “The ____ character in ____ fits the ____ archetype because ____.”	MOVE CARD COMPARE USES “Both ____ and ____ use the ____ archetype, but ____.”	MOVE CARD COMPARE USES “____ and ____ are alike because their ____ characters both ____.”
MOVE CARD CONTRAST USES “Unlike ____, ____ presents the ____ archetype as ____.”	MOVE CARD CONTRAST USES “While ____ uses a ____ character to ____, ____ uses one to ____.”	MOVE CARD EXPLAIN IMPACT “This difference matters because it changes how readers see ____.”	MOVE CARD EXPLAIN IMPACT “The two uses of the archetype suggest that ____.”

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

RUNNING THE ROUNDS

Have groups choose a new Topic card and two new texts for each round. If one student is speaking much more than others, require that player to ask a question or build on another player's idea before playing the next card.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	In Moana, the hero archetype is shown through a young person who leaves home to save her people.
Ben	Both Moana and Cinderella use the hero archetype, but Moana travels across the ocean while Cinderella changes her life at home.
Carlos	Unlike Cinderella, Moana presents the hero archetype as someone who leads a dangerous quest.
Ava	Cinderella and Moana are alike because their hero characters both face unfair limits before their lives change.
Ben	The two uses of the archetype suggest that a person can be brave in more than one way.

LISTEN FOR

- Names the same archetype in both texts
- Uses specific character actions to support a comparison
- States a meaningful similarity and difference
- Explains how different archetype uses shape meaning

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