

Message Match

Students use speaker, listener, and setting clues to choose fitting words.

1.P.ST.2.b "Draw from knowledge of author, audience, and context to discern and establish a clear point of view or unique perspective when interpreting and constructing texts. (I/C)"

NAME _____

DATE _____

Teacher: this page is run aloud. The script and answers are on the guide page.

1 WHO SAYS IT? _____

a	Coach	Cook	Librarian
b	Librarian	Cook	Coach
c	Coach	Cook	Librarian

2 WRITE A WORD _____

Friend	
Class	
Players	

HOW TO RUN THIS PAGE

Tell students that a writer thinks about who will hear or read the words and where they are. Read every situation and choice aloud, then listen for whether students connect the message to the speaker, audience, and setting.

Students never read directions on this sheet. Read each part's script aloud, then each prompt, giving think time before students mark.

PART 1 • WHO SAYS IT?

SAY “Listen for who is speaking and who is listening. I will read the choices in each row. Can you circle one answer after each question?”

ROW	SAY	STUDENTS CIRCLE
a	At soccer practice, players hear, "Run!" Who is speaking, a coach, a cook, or a librarian? Which word will you circle?	Coach
b	At lunch, children hear, "Eat!" Who is speaking, a librarian, a cook, or a coach? Which word will you circle?	Cook
c	At the library, children hear, "Read!" Who is speaking, a coach, a cook, or a librarian? Which word will you circle?	Librarian

PART 2 • WRITE A WORD

SAY “Now you are the writer. In the Friend box, you are at recess and want a friend to join a game. What one word will you say and write? In the Class box, you are a librarian who wants children to be quiet, and in the Players box, you are a coach who wants players to run. What one word will you say and write in each box?”

- Box 1 (beside Friend): **PLAY or COME**
- Box 2 (beside Class): **QUIET or HUSH**
- Box 3 (beside Players): **RUN**

WHAT TO ACCEPT

Circle answers are Coach, Cook, and Librarian. For the boxes, accept a legible or developmentally spelled one-word message that fits the writer's purpose and audience, such as PLAY or COME, QUIET or HUSH, and RUN.