LESSON MAKER PRO

Audience Shift Cards

Shape each message for the people who will hear it.

GRADE 8 · 8.P.CP.2

8.P.CP.2 "Presentation: Use presentation skills to tailor communication to target audiences for specific purposes."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1 Speak to the topic, not just the card.	**2** Play a card only after you use its starter naturally.
3 Listen and build on other ideas.	**4** Make space for every player to speak.

HOW TO PLAY Teams of 3 or 4

1. Choose a Topic Card and read it aloud.
2. Each player takes a different Role Card.
3. Shuffle two sets of Move Cards and deal four cards to each player.
4. Discuss the task. When you use a card's starter naturally, play it in the middle.
5. Keep talking until every dealt card is played, then complete the reflection.

AFTER THE ROUND Check what you did

- ☐ I identified the audience and purpose.
- ☐ I chose words or examples for that audience.
- ☐ I helped shape a message for a specific purpose.
- ☐ I revised an idea after listening to my group.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Morning Arrival

How should your group create a 1-minute announcement for students who arrive late sometimes that explains a fair routine and helps them get to class without disrupting learning?

TOPIC

Spirit Week

How should your group create a 1-minute pitch for eighth graders that persuades them to join a low-cost Spirit Week event?

TOPIC

Park Proposal

How should your group create a 1-minute message for the city parks director that asks for one improvement at a neighborhood park and explains why teens need it?

ROLE CARDS · one per player

ROLE

Audience Scout

Notice whether the group's words, examples, and tone fit the audience on the Topic Card.

ROLE

Purpose Pilot

Keep the group focused on what the audience should know, feel, or do after the message.

ROLE

Clarity Coach

Ask the group to replace vague or confusing language with clear details.

ROLE

Time Shaper

Help the group organize a short opening, key point, and ending for a 1-minute message.

MOVE CARDS · deal 4 to each player

MOVE CARD

AUDIENCE FIT

"Because we are speaking to ____, we should ____."

MOVE CARD

AUDIENCE FIT

"An example our audience would understand is ____ because ____."

MOVE CARD

PURPOSE FOCUS

"Our purpose is to ____, so our message should ____."

MOVE CARD

PURPOSE FOCUS

"We want the audience to ____ after listening, so we should ____."

MOVE CARD

ADAPT LANGUAGE

"Instead of saying ____, we could say ____ because ____."

MOVE CARD

ADAPT LANGUAGE

"We could use a ____ tone because ____."

MOVE CARD

CHECK IMPACT

"Would ____ make sense to our audience? Why or why not?"

MOVE CARD

CHECK IMPACT

"To meet our purpose, we should add or cut ____."

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

Audience Shift Cards

RUNNING THE ROUNDS

Print two copies of the Move Cards for each group so every player can receive four cards. Run a new round with a different Topic Card, and rotate roles between rounds. If participation is uneven, pause the group and ask players with unplayed cards to use their role job to enter the discussion.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	Because we are speaking to students who arrive late sometimes, we should use a respectful tone and avoid blaming them.
Ben	Our purpose is to explain a fair routine, so our message should tell students exactly what to do when they arrive.
Cora	Instead of saying "minimize disruptions," we could say "enter quietly and start the posted warm-up" because the steps are clearer.
Diego	An example our audience would understand is arriving after the bell and checking the class board for the warm-up because that may happen to them.
Ava	To meet our purpose, we should add where late students check in before going to class.

LISTEN FOR

- Students name the audience and the purpose aloud.
- Students adjust tone, word choice, or examples for the audience.
- Students explain why a communication choice fits the audience.
- Students revise the message to better meet its purpose.

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