LESSON MAKER PRO

Message Detectives

Find out what different messages are trying to do.

GRADE 3 · 3.CC.8

3.CC.8 "Distinguish among the purposes of various media messages, including for information, entertainment, persuasion, interpretation of events, or transmission of culture."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Listen to each speaker before you respond.
2. Name a clue when you explain a message's purpose.
3. Use a MOVE card only when it fits what you want to say.
4. It is fine to agree, disagree, or keep your first idea.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card and read its question together.
2. Each player takes one ROLE card. With three players, share the fourth role.
3. Make two copies of each MOVE card. Shuffle them and deal four to each player. Set extra cards aside.
4. Talk for 8 minutes. When you use a sentence starter, place that MOVE card in the middle.
5. Stop when 8 minutes are up. Leave unused cards aside, then check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I can tell when a message shares facts or entertains.
- [ ] I can spot a message that tries to change minds or explain an event.
- [ ] I can spot a message that passes on a custom.
- [ ] I can use a clue to explain my idea, even if my idea stays the same.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

School Celebration

How could a flyer, a short video, and a family story about a school celebration have different purposes? Think of clues each might include.

TOPIC

Neighborhood Game

How could a game schedule, a team poster, and someone's story about a yearly game have different purposes? Think of clues each might include.

TOPIC

Family Meal

How could a cooking video, a food ad, and a story about a family meal have different purposes? Think of clues each might include.

ROLE CARDS · one per player

ROLE

Fact Finder

Listen for messages meant to share facts or entertain people.

ROLE

Why Watcher

Listen for messages meant to change minds or explain why an event happened.

ROLE

Tradition Tracker

Listen for messages that pass on a family's or group's customs.

ROLE

Clue Keeper

Ask for clues and help the group sum up its ideas, even if the ideas differ.

MOVE CARDS · deal 4 to each player

MOVE CARD

NAME PURPOSE

"I think this message is meant to ____."

MOVE CARD

NAME PURPOSE

"The main reason for this message is to ____."

MOVE CARD

FIND CLUE

"A clue I noticed is ____."

MOVE CARD

FIND CLUE

"This part helps me tell its purpose: ____."

MOVE CARD

COMPARE MESSAGES

"Both messages are about the same thing, but ____."

MOVE CARD

COMPARE MESSAGES

"These messages have different purposes because ____."

MOVE CARD

SUM UP

"Our group thinks ____."

MOVE CARD

EXPLAIN THINKING

"My idea stayed the same because I noticed ____."

Cards last longer on thick paper.

Message Detectives

RUNNING THE ROUNDS

Use a new TOPIC card for each 8-minute round. With three players, have everyone share the Clue Keeper job. If one player speaks less, invite that player to share a clue or purpose, but do not require every card to be played or every opinion to change.

WHAT A STRONG ROUND SOUNDS LIKE

Ana	I think this message is meant to tell us when the school celebration starts.
Ben	A clue I noticed is the start time on the flyer.
Cora	Both messages are about the same thing, but the flyer gives facts and the funny video entertains us.
Devin	Our group thinks the flyer gives facts, the video entertains, and the family story could pass on a custom.
Ana	My idea stayed the same because I noticed the flyer lists the start time.

LISTEN FOR

- Names a message's purpose, such as informing, entertaining, persuading, explaining an event, or passing on a custom.
- Points to a feature of an imagined message as a clue to its purpose.
- Explains how two messages about one topic can have different purposes.
- Sums up the group's ideas accurately, including agreement or differences.

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