LESSON MAKER PRO

Media Spotlight Cards

Notice how messages shape what people see and think.

GRADE 5 · 5.CC.7

5.CC.7 "Identify the role of the media in focusing people's attention on events and in forming their opinions on issues."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Use details from the TOPIC card. Say when an example is made up.
2. Talk about what a message highlights, not what everyone must think.
3. Listen and restate others' ideas fairly.
4. You may agree, disagree, or keep your opinion.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card. Agree to stop after 8 minutes.
2. Each player takes one ROLE card. With three players, share the fourth role and take turns doing its job.
3. Make two copies of the eight MOVE cards. Shuffle all 16 and deal four to each player.
4. Discuss the TOPIC. When a starter fits what you want to say, finish it aloud and play that card to the middle. You may keep unused cards.
5. Stop at 8 minutes. Share a fair summary, including agreement or differences, then check your reflection statements.

AFTER THE ROUND Check what you did

- [ ] I named what a message drew attention to.
- [ ] I explained how that focus could shape an opinion.
- [ ] I used a TOPIC card detail to support an idea.
- [ ] I restated someone's idea fairly, even if my opinion stayed the same.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Playground Plan

A poster shows a drawing of a planned playground, and a video has students asking about its cost. How might each shape what people notice and think?

TOPIC

Library Hours

An announcement says the library may close early, while a student video shows kids reading there after school. How might each shape what people notice and think about closing early?

TOPIC

Bike Lane Idea

A flyer shows a sketch of a proposed bike lane, while a local video shows crowded traffic near a school. How might each shape what people notice and think about the idea?

ROLE CARDS · one per player

ROLE

Spotlight Scout

Notice which part of the event each message puts in the spotlight.

ROLE

Opinion Tracker

Point out how a message might shape people's opinions without assuming everyone agrees.

ROLE

Detail Detective

Check whether ideas use details from the TOPIC card or clearly named made-up examples.

ROLE

Fair Summarizer

Restate the group's ideas fairly, including agreement, differences, or opinions that stayed the same.

MOVE CARDS · deal 4 to each player

MOVE CARD

SPOT A FOCUS

"One message draws attention to ____."

MOVE CARD

SHIFT THE FOCUS

"A different message makes me notice ____ instead."

MOVE CARD

PREDICT AN OPINION

"That focus could make some people think ____."

MOVE CARD

CONSIDER A REACTION

"Someone might feel ____ about the idea after seeing that message."

MOVE CARD

POINT TO DETAIL

"The detail on the TOPIC card that supports that is ____."

MOVE CARD

RESTATE AN IDEA

"I heard you say the message ____."

MOVE CARD

COMPARE MESSAGES

"The two messages are alike or different because ____."

MOVE CARD

SUM UP FAIRLY

"A fair summary of our ideas is ____."

Cards last longer on thick paper.

Media Spotlight Cards

RUNNING THE ROUNDS

Run each round for exactly 8 minutes, stopping even if cards remain unused. If participation is uneven, invite quieter players to use a fitting starter without requiring them to play a card. Accept full agreement, unresolved differences, and evidence-supported opinions that remain unchanged.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	One message draws attention to the drawing of a planned playground.
Leo	The detail on the TOPIC card that supports that is the poster showing a drawing of a planned playground.
Ava	That focus could make some people think a new playground would be fun.
Mia	I heard you say the message could make people excited about a new playground.
Leo	A fair summary of our ideas is that the poster could build excitement, while the video could raise questions about cost; we have not decided if the plan is a good idea.

LISTEN FOR

- Names the specific detail a message puts in focus
- Explains a possible effect on opinion without claiming everyone reacts alike
- Uses TOPIC card details to support a claim
- Paraphrases views and summarizes agreement or unresolved differences accurately

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