Games on Trial

Read a proposal and test the evidence behind it.

RI.8.8 "Identify and evaluate the argument and specific claims in a text, assessing whether the reasoning is sound and the evidence is relevant and sufficient; recognize when irrelevant evidence is introduced."

NAME _____ DATE _____

1 READ AND MARK

Read it twice

YOUR JOB Underline the main claim, number two pieces of relevant evidence, and circle one detail that does not help support the argument.

Should the Library Lend Games?

1. Our school library should lend board games during lunch. Right now, students can read or work quietly there, but some leave because they want a shared activity. A small game shelf could give them another reason to use the space. Last month, the student council asked 35 students whether they would borrow a game at lunch, and 28 said yes. That result suggests some interest, but the council questioned only students waiting outside the library. It did not ask students who spend lunch elsewhere.

2. The council also points to a neighboring school's one-week trial. Its library offered 18 games, and 16 were borrowed at least once. The council says this proves our library needs a permanent collection of 100 games. Yet the trial shows only that some games were borrowed at one school for one week. It does not show how often those games were used or whether 100 are needed here. Our basketball team won a regional trophy last year, but that achievement tells us nothing about game borrowing.

3. Before buying games, the library would need to consider cost, storage, and noise during lunch. The council proposes a two-week trial with 12 donated games, a sign-out sheet, and a quiet-play rule. Librarians could record daily checkouts and ask students why they did or did not borrow a game. These records would help test demand at our school without paying for a large collection. The trial would not settle every question, though. For example, two weeks of borrowing would not reveal how well the games hold up over a full year.

2 ANSWER WITH EVIDENCE

Use the passage

1. What is the passage's main claim? Give one detail that supports it.

2. Does the neighboring school's trial prove that our library needs 100 games? Explain what the trial does and does not show.

3. Which detail is irrelevant to the argument about lending games? Explain why.

4. Would the proposed two-week trial provide enough evidence to decide whether to buy a large collection? Explain what its records could show and one question they would leave open.

3 YOUR TURN

Your own words

Write three sentences recommending whether the principal should run the proposed two-week trial. Use one detail from the passage, explain how strongly it supports your recommendation, and propose one new piece of evidence to collect.

ANSWER KEY

Games on Trial

GRADE 8 · RI.8.8

PART 1 · READ AND MARK

Underline the main claim, number two pieces of relevant evidence, and circle one detail that does not help support the argument. Accept any marking that follows this job and points at the right text.

PART 2 · ANSWERS

#	QUESTION	ANSWER
1	What is the passage's main claim? Give one detail that supports it.	**The school library should lend board games during lunch. In the council's survey, 28 of 35 students said they would borrow a game.**
2	Does the neighboring school's trial prove that our library needs 100 games? Explain what the trial does and does not show.	**No. It shows that 16 games were borrowed at least once during one week at another school. It does not show how many games students would use at this school or whether 100 are needed.**
3	Which detail is irrelevant to the argument about lending games? Explain why.	**The basketball team's regional trophy is irrelevant because winning it provides no evidence about whether students would borrow games.**
4	Would the proposed two-week trial provide enough evidence to decide whether to buy a large collection? Explain what its records could show and one question they would leave open.	**Not by itself. Checkout records could show demand during the two-week trial at this school, but they would not show how well the games would hold up over a full year.**

PART 3 · YOUR TURN (SAMPLE ANSWER)

I recommend running the two-week trial before buying a large collection. The survey's 28 interested students suggest some demand, but asking only students outside the library gives an incomplete picture. The principal could also survey a random group of students across the school to find out whether others would borrow games.

Accept other relevant passage details and well-explained limits on what they prove. For Part 3, the recommendation may support or oppose the trial if the student evaluates a passage detail and proposes useful new evidence.