LESSON MAKER PRO

Purpose Detectives

Read a card, find clues, and talk about what the writer wants you to know.

GRADE 3 · 3.P.3.2

3.P.3.2 "Apply critical reading and thinking skills to interpret, evaluate, and respond to a variety of complex texts and perspectives. Determine the author's purpose, including what the author wants to answer, explain..."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1 Use facts on the TOPIC card to support your ideas.	**2** Listen without interrupting.
3 Ask when a word or fact is unclear.	**4** You may agree, see things differently, or keep your first idea.

HOW TO PLAY Teams of 3 or 4

1. Form a group of 3 or 4. Set a timer for 7 minutes.
2. Choose one TOPIC card. Read its text and question aloud.
3. Each take one ROLE card. With three players, everyone also shares the View Keeper job.
4. Make two copies of the MOVE cards. Deal four to each player. When a starter fits what you want to say, use it and play the card to the middle.
5. Stop when the timer ends, even if cards are left in your hand. Check the reflection statements.

AFTER THE ROUND Check what you did

- ☐ I named what the writer wanted to answer, explain, or describe.
- ☐ I found a fact on the card to support an idea.
- ☐ I asked or answered a question to make something clearer.
- ☐ I listened to other ideas and said what the text supports.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

School Crossing

Crossing guards watch traffic near some schools. They signal when it is safe to cross. What does the writer want to answer, explain, or describe, and which facts support your choice?

TOPIC

Public Library

A public library lets people borrow books for a time. Library workers help visitors find books. People can read there, too. What does the writer want to answer, explain, or describe, and which facts support your choice?

TOPIC

Town Meetings

At some town meetings, people share ideas about a local need. Council members may use those ideas when they vote on town plans. What does the writer want to answer, explain, or describe, and which facts support your choice?

ROLE CARDS · one per player

ROLE

Fact Finder

Find facts on the TOPIC card that help the group answer its question.

ROLE

Purpose Scout

Listen for ideas about what the writer wants to answer, explain, or describe.

ROLE

Question Catcher

Ask about a word or fact that the group needs to make clearer.

ROLE

View Keeper

Notice where ideas match or differ, and help the group sum up what the text supports.

MOVE CARDS · deal 4 to each player

MOVE CARD

NAME PURPOSE

"I think the writer wants to ____ because the card says ____."

MOVE CARD

PURPOSE CLUE

"The writer wants us to know ____; my clue is ____."

MOVE CARD

FIND FACT

"The card says ____, which tells us ____."

MOVE CARD

SPOT DETAIL

"A fact about who, what, where, when, why, or how is ____."

MOVE CARD

ASK CLEARLY

"I wonder what ____ means. Can someone help?"

MOVE CARD

ANSWER QUESTION

"Your question about ____ makes me think ____ because the card says ____."

MOVE CARD

SHARE VIEW

"I think ____, and the fact that supports my idea is ____."

MOVE CARD

SUM UP

"At the end, our ideas about ____ are ____; a text clue is ____."

Cards last longer on thick paper.

ANSWER KEY

Purpose Detectives

GRADE 3 · 3.P.3.2

RUNNING THE ROUNDS

Use one TOPIC card per seven-minute round, then switch cards and redeal for another round if time allows. With three players, all share the View Keeper job. Unused cards are expected; invite quieter students to use a fitting starter, but do not require a card to be played.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I think the writer wants to describe what people can do at a library because the card says people can borrow books and read there.
Leo	The card says people can borrow books for a time, which tells us they do not keep the books forever.
Nia	I wonder what 'for a time' means. Can someone help?
Leo	Your question about 'for a time' makes me think the card does not tell us exactly how long because the card says only 'for a time'.
Owen	At the end, our ideas about the writer's purpose are the same; a text clue is that the card tells what people can do at a library.

LISTEN FOR

- Names a purpose and points to a specific fact on the card
- Finds who, what, where, when, why, or how details without adding unsupported facts
- Asks a question that makes a word or fact clearer
- Summarizes agreement or differences accurately, without requiring anyone to change an evidence-supported view

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