Words for Readers

Choose words for a reader, then make your own short text.

1.P.AC.2 "Writing like a Reader: Construct texts with the audience's experience in mind, basing decisions about craft techniques on context and purpose."

NAME _____ DATE _____

Teacher: this page is run aloud. The script and answers are on the guide page.

1 CHOOSE WORDS

a	loud	soft	wild
b	funny	sleepy	quiet
c	happy	sunny	dark

2 MATCH FEEL

baby	spooky
laugh	gentle
shiver	funny

ANSWER KEY

Words for Readers

GRADE 1 · 1.P.AC.2

HOW TO RUN THIS PAGE

Tell students that writers choose words to help readers feel a certain way. Read every printed word aloud, then have students mark the word choices and matches that fit the reader's experience.

Students never read directions on this sheet. Read each part's script aloud, then each prompt, giving think time before students mark.

PART 1 · CHOOSE WORDS

SAY "Listen as I read each story idea and the words in its row. Think about how the reader should feel, then circle one word for each row."

ROW	SAY	STUDENTS CIRCLE
a	You are writing a story for a baby. Which word would make the story feel gentle? The words are loud, soft, and wild. Circle one word.	**soft**
b	You are writing for a reader who wants to laugh. Which word would help? The words are funny, sleepy, and quiet. Circle one word.	**funny**
c	You are writing for a reader who wants a spooky feeling. Which word would help? The words are happy, sunny, and dark. Circle one word.	**dark**

PART 2 · MATCH FEEL

SAY "I will read the words on the left and the words on the right. Draw a line from each word on the left to the word that would help a writer give a reader that experience. Then choose one audience and feeling: a gentle bedtime story for a baby, a funny story for a classmate, or a spooky story for a reader who likes shivers. Make two connected story sentences using a word that fits. Say them while I write your exact words, or write them yourself. Tell how your word choice helps that reader."

- **baby** matches **gentle**
- **laugh** matches **funny**
- **shiver** matches **spooky**

WHAT TO ACCEPT

Accept circles on soft, funny, and dark. Accept matches: baby to gentle, laugh to funny, and shiver to spooky. Also collect the learner's actual two-sentence text, written independently or recorded through dictation. Check a connected story, fitting word choice and explained intended audience feeling. Accept varied stories; for example a gentle baby story might use soft and sleepy. Do not accept word-choice marks alone as the constructed text.