Words for Who?

Students use a message's setting and readers to choose words that fit.

1.P.ST.1.b "Consider how context impacts the purposes of the author and the audience. (I/C)"

NAME _____ DATE _____

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

1 PICK A WORD

a	WALK	RUN	JUMP
b	EAT	SLEEP	READ
c	TALK	WHISPER	YELL

2 MATCH THE MESSAGE

Drivers	•	•	WELCOME
Guests	•	•	WALK
Swimmers	•	•	STOP

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HOW TO RUN THIS PAGE

Read each short situation aloud, then read the choices. Students listen for who will read the message and why the writer made it, then mark the word that fits.

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

PART 1 · PICK A WORD

SAY "Listen to each situation and the words in the row. Think about who will read the message and what the writer wants them to do. Which word fits the message?"

ROW	SAY	STUDENTS CIRCLE
a	People will read a sign near a wet floor. The writer wants them to be safe. The words are WALK, RUN, and JUMP. Which word fits the sign?	**WALK**
b	Children will read a note before lunch. The writer wants them to know what to do. The words are EAT, SLEEP, and READ. Which word fits the note?	**EAT**
c	People will read a sign in a library. The writer wants the library to stay quiet. The words are TALK, WHISPER, and YELL. Which word fits the sign?	**WHISPER**

PART 2 · MATCH THE MESSAGE

SAY "Match the message for each situation. Drivers are at a closed gate: the writer wants them to halt, so choose STOP, WELCOME or WALK. Guests arrive for a party: the writer wants to greet them, so choose a message. Swimmers are on a slippery pool deck: the writer wants them to move without running, so choose a message. Draw each line and tell how the situation helps you decide."

- **Drivers** matches **STOP**
- **Guests** matches **WELCOME**
- **Swimmers** matches **WALK**

WHAT TO ACCEPT

Circle WALK, EAT, and WHISPER in order. Match Drivers to STOP, Guests to WELCOME, and Swimmers to WALK. The Part 2 matches apply to the stated closed-gate, party-arrival and slippery-pool-deck situations. Hear how setting and author purpose support each message; audience names alone do not determine it.