

Draft Choice Challenge

Talk through the best way to begin a draft.

GRADE 6 • TEKS 6.10.A

6.10.A “plan a first draft by selecting a genre appropriate for a particular topic, purpose, and audience using a range of strategies such as discussion, background reading, and personal interests;”

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak one at a time and listen for ideas you can build on.

2 Use your card's starter in a real way before you play it.

3 Keep your ideas connected to the topic card.

4 Help every player find a chance to speak.

HOW TO PLAY Teams of 3 or 4

1. Cut apart the cards. Use two copies of the Move Cards.
2. Choose one Topic Card. Each player takes one different Role Card.
3. Shuffle the two Move Card sets and deal four cards to each player. With three players, set aside four cards.
4. Discuss the topic. When you use a Move Card starter naturally, place that card in the middle.
5. When every dealt card is played, state your genre, audience, purpose, and planning strategy.

AFTER THE ROUND Check what you did

☐ I named a real audience and purpose.

☐ I compared genres before choosing one.

☐ I used discussion, experience, or reading I could do to plan.

☐ I explained why our genre fits the topic, purpose, and audience.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Quieter Lunch Your class wants a quieter place to eat lunch. Which genre should your group use to ask an assistant principal for a change, and how will you plan the first draft for that reader?	Missing Gear Students often leave sports gear on the field. Which genre should your group use to help classmates return it, and how will you plan the first draft for those readers?	Garden Helpers The school garden needs volunteers to water plants after school. Which genre should your group use to invite families to help, and how will you plan the first draft for that audience?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Genre Guide Watch for a genre that fits the topic, purpose, and audience.	Reader Ranger Ask what the audience needs to know, feel, or do.	Plan Scout Suggest planning ideas from discussion, personal experience, or background reading.	Choice Keeper Help the group connect its final genre choice to its purpose and audience.

MOVE CARDS · deal 4 to each player

MOVE CARD AUDIENCE CHECK “My audience is ____, so they need ____.”	MOVE CARD AUDIENCE CHECK “I think ____ would care about this because ____.”	MOVE CARD PURPOSE CHECK “My purpose is to ____, so ____.”	MOVE CARD PURPOSE CHECK “We want readers to ____ after they read our draft.”
MOVE CARD GENRE MATCH “A ____ would fit because ____.”	MOVE CARD GENRE MATCH “Instead of a ____, we could use a ____ because ____.”	MOVE CARD PLAN STRATEGY “To plan our draft, we can use ____ because ____.”	MOVE CARD PLAN STRATEGY “Before writing, I want to find out ____ by ____.”

Print one card sheet per team. Cards last longer on thick paper.

RUNNING THE ROUNDS

Print two copies of the Move Cards so each group of four can receive four cards per player. Run one round per Topic Card, and listen for choices that connect genre, purpose, and audience rather than a quick genre guess. If one student is quiet, have the Choice Keeper invite that student to use a card before the group adds another idea.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	My audience is our assistant principal, so they need a respectful explanation of why lunch is noisy.
Luis	My purpose is to ask for a quieter lunch space, so we should explain the problem and suggest a solution.
Ava	A letter would fit because it lets us speak directly to one decision-maker.
Noah	To plan our draft, we can use discussion because each of us has noticed different noisy times.
Maya	Before writing, I want to find out the lunch rules by reading the school handbook.

LISTEN FOR

- Names a specific audience and what that audience needs
- States a clear purpose for the draft
- Compares genres and gives a reason for the choice
- Plans with discussion, personal experience, or needed background reading

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