

Draft Matchup

Choose a genre that fits the job.

GRADE 7 • TEKS 7.10.A

7.10.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 build on an idea.	2 Name the purpose and audience before choosing a genre.
3 Play a move card only after you use its starter.	4 Use every dealt card before ending the round.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and read its question together.
2. Each player takes a Role card. Shuffle two sets of Move cards and deal four to each player.
3. Take turns using one Move card by finishing its sentence starter aloud.
4. After you genuinely use the starter, place that card in the middle. Follow your Role card as the group talks.
5. When all dealt cards are in the middle, agree on a genre and give reasons it fits the topic, purpose, and audience.

AFTER THE ROUND Check what you did

- ☐ I named the purpose and audience before suggesting a genre.
- ☐ I gave a reason a genre fit the topic.
- ☐ I used a teammate's idea during the discussion.
- ☐ I used or planned background reading, personal experience, or both.


TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Phone-Free Lunch The principal wants ideas about phone use at lunch from students. What genre should your group first draft to share a useful response with the principal?	New Student Welcome The student council wants to help new students feel ready for their first week. What genre should your group first draft, and why would it help new students?	Library Hangout Space The librarian wants student ideas for making an unused library area more useful after school. What genre should your group first draft to share ideas with the librarian?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Genre Scout Keep the group comparing possible genres and asking why each one fits.	Purpose Pilot Listen for the group's goal and point out when an idea does or does not help meet it.	Audience Agent Keep the group focused on who will read the draft and what those readers need.	Strategy Ranger Ask what the group knows, what it could read, and what experiences could guide the choice.

MOVE CARDS · deal 4 to each player

MOVE CARD GENRE FIT "A ____ would fit because ____."	MOVE CARD GENRE FIT "I think a ____ could work better than a ____ because ____."	MOVE CARD PURPOSE MATCH "Our purpose is to ____, so we need a genre that ____."	MOVE CARD PURPOSE MATCH "To reach our goal, a ____ could ____."
MOVE CARD AUDIENCE CHECK "Our audience is ____, and they need ____."	MOVE CARD TALK IT OUT "After hearing ____, I now think ____."	MOVE CARD BACKGROUND PLAN "Before choosing, I would read ____ to learn ____."	MOVE CARD PERSONAL LINK "From my experience with ____, I know our audience might ____."

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

RUNNING THE ROUNDS

Print two sets of the Move cards for each group, shuffle them, and deal four cards to each player. In a three-player group, leave one Role card unassigned. If participation is uneven, pause the round and have the current role holder invite a player who has played fewer cards to use the next starter.

WHAT A STRONG ROUND SOUNDS LIKE

Lena	Our purpose is to help the principal understand students' lunch concerns, so we need a genre that shares ideas clearly.
Mateo	Our audience is the principal, and they need ideas that are realistic for the school.
Iris	Before choosing, I would read the school phone rule to learn what changes are possible.
Devin	After hearing Iris, I now think we should choose a genre that can include reasons and possible solutions.
Lena	I think a survey could work better than a poster because it gives many students a chance to share an opinion.

LISTEN FOR

- genre names linked to a specific purpose
- audience needs shaping the genre choice
- students revising an idea after discussion
- planned reading or personal experience used as a reason

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