

Genre Matchup

Use discussion and experience to plan a draft that fits.

GRADE 8 • TEKS 8.10.A

8.10.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 Talk about the topic, not just the cards.

2 Use a starter only when it fits your real idea.

3 Listen and build on ideas before changing them.

4 Let each player finish a thought.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and read its task aloud.
2. Each player takes a different Role card. Deal four Move cards to each player from copied card sets.
3. Discuss the topic while doing your role job. Name possible audiences, purposes, and genres.
4. When you genuinely use a Move card starter, say the whole sentence and place that card in the middle.
5. When all dealt cards are in the middle, agree on a genre, audience, and purpose. Then check the reflection.

AFTER THE ROUND Check what you did

☐ I named a real audience and what that audience needs.

☐ I stated a clear purpose for the first draft.

☐ I used discussion, background knowledge, or an experience to shape the plan.

☐ I helped choose a genre that fits the topic, purpose, and audience.



TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Quiet Lunch Choice Your school is considering a quiet lunch area. Plan a first draft about the idea, and choose a genre that fits an audience and purpose your group names.	Club Fair Plan Your school wants more students to attend a club fair. Plan a first draft about the event, and choose a genre that fits an audience and purpose your group names.	Homework Help Hub Your school is considering an after-school homework help space. Plan a first draft about how it should work, and choose a genre that fits an audience and purpose your group names.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Genre Guide Watch for whether the group's genre fits its purpose and audience.	Audience Scout Ask who will read the draft and what that audience needs to know.	Idea Miner Bring up useful personal experiences, interests, and background knowledge.	Plan Keeper Help the group clearly name its topic, purpose, audience, and genre before the round ends.

MOVE CARDS · deal 4 to each player

MOVE CARD AUDIENCE CHECK "Our audience is ____, so they need to know ____."	MOVE CARD AUDIENCE CHECK "If ____ reads this, they will probably want ____."	MOVE CARD PURPOSE PICK "Our purpose is to ____, not just ____."	MOVE CARD PURPOSE PICK "The reader should ____ after reading our draft."
MOVE CARD GENRE MATCH "A ____ would fit because ____."	MOVE CARD GENRE MATCH "Instead of a ____, a ____ fits better because ____."	MOVE CARD EXPERIENCE LINK "I have experienced or seen ____, which makes me think ____."	MOVE CARD BACKGROUND CHECK "From what I have read or learned about ____, I know ____."

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

RUNNING THE ROUNDS

Print or copy the eight Move cards enough times to deal four cards to every player, and allow duplicate cards in a hand. Listen for a final plan that names one genre, audience, and purpose with a logical match among all three. If participation is uneven, pause after a card is played and ask the quietest player to use a card that connects to the most recent idea.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	Our audience is students who want calm at lunch, so they need to know what a quiet lunch area would be like.
Diego	Our purpose is to suggest a choice, not just complain about noisy tables.
Priya	I have experienced trying to finish work during a loud lunch, which makes me think some students would use this space.
Jordan	A proposal would fit because the principal can use it to decide whether to try a quiet area.
Maya	The reader should consider a one-week trial after reading our draft.

LISTEN FOR

- a specific audience need linked to the planned draft
- a purpose stated as an action for the reader
- a genre choice explained with a clear reason
- personal experience or prior learning used to shape the plan

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