

Word Choice Quest

Build word meaning together, one move at a time.

GRADE 3 • 3.RV

3.RV "The student will systematically build vocabulary and word knowledge based on grade- three content and texts read or heard. Vocabulary Development and Word Analysis Develop general academic language and content specific vocabulary by..."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak one at a time.

2 Use words from the topic card.

3 Play a card only after you use its starter.

4 Explain your thinking with a word or sentence clue.

HOW TO PLAY Teams of 3 or 4

1. Pick a topic card and read its question aloud.
2. Each player takes one role card.
3. Use two copies of the move cards and deal four cards to each player.
4. Take turns using a move-card starter to add an idea to the group talk.
5. Put used cards in the middle. Finish when everyone has played four cards, then check the reflection.

AFTER THE ROUND Check what you did

☐ I used a sentence clue to explain a word.

☐ I used a root word, prefix, or ending to help me.

☐ I compared synonyms, antonyms, or homophones.

☐ I chose a verb or adjective with the exact strength I meant.


TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Garden Fair Create a Garden Fair poster with sentences that correctly use plant, planted, planting, flower/flour, wet/dry, tiny/small, and sprinkle, pour, flood.	Weather Report Create a weather report with sentences that correctly use rain, rained, raining, hear/here, warm/cold, wet/damp, and mist, shower, pour.	Game Day Create a game-day announcement with sentences that correctly use play, played, playing, one/won, fair/unfair, quiet/silent, quiet/loud, and whisper, call, shout.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Clue Detective Listen for sentence clues and ask which words helped explain a meaning.	Word Builder Listen for root words, prefixes, and endings that help explain a word.	Match Checker Listen for synonyms, antonyms, and homophones, and check that they fit.	Precision Picker Listen for word choices and ask whether a stronger or softer word would fit better.

MOVE CARDS · deal 4 to each player

MOVE CARD CONTEXT CLUE “I think ____ means ____ because the sentence says ____.”	MOVE CARD SENTENCE CLUE “The words around ____ show that it means ____.”	MOVE CARD WORD PART “The root word in ____ is ____, so I think it means ____.”	MOVE CARD ENDING CHECK “The ending in ____ tells me ____.”
MOVE CARD SYNONYM CHECK “A word that means almost the same as ____ is ____.”	MOVE CARD OPPOSITE CHECK “The opposite of ____ is ____.”	MOVE CARD EXACT CHOICE “____ is the best word because it is stronger than ____.”	MOVE CARD SOUND ALIKE “I would write ____, not ____, because ____.”

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

RUNNING THE ROUNDS

Print two copies of the eight move cards for each group so every player can receive four cards. Accept a card play when the student says the starter and gives an accurate idea connected to the topic words. For uneven participation, have the role holder invite a quieter player to use one card before players with more cards speak again.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	I think unfair means not fair because the sentence says, "The rules were unfair to one team."
Noah	The root word in unfair is fair, so I think it means not fair.
Liam	The opposite of quiet is loud.
Mia	Shout is the best word because it is stronger than call.
Ava	I would write won, not one, because our team won the game.

LISTEN FOR

- Uses nearby words in a sentence as evidence for meaning
- Connects a root word, prefix, or ending to word meaning
- Correctly compares synonyms, antonyms, and homophones
- Explains why one verb or adjective is more exact than another

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