

Text Feature Match Up

Purpose & SOL

- Students will match non-fiction text features, definition, and examples.
- Language Arts 3.6c, 4.6a, 5.6a

Materials

- Non-fiction text feature cards 1 copy for every 3-4 students (table of contents, headings, photographs, captions, diagrams, special type, glossary, index, pronunciations).
- Set of cards with the text features, cards with definition, and cards with an example. (3 different colors will be helpful)
- <http://www.teachersclubhouse.com/fictiongenresstudies.htm>

Length
25 min.

Introduction

Review the rules of playing *Match Up*: players must flip over 3 cards (one of each color, so one feature, one definition, and one example). If the match is correct, students will do 5 cross crawls. If the match is incorrect, the students will run in place for 5 seconds. Play a practice round using a sample set of cards.

Implementation

Sort

- 1) Divide the class up to make groups of 2-4 students.
- 2) Give each group a set of cards (3 colors in each set).
- 3) Demonstrate how to set up the game. Put the cards face down on the desk in three columns or groups based on the three colors. (see next page for diagram)
- 4) Students will flip over one card from each color column, to total 3 flipped cards.
- 5) If the text feature, definition, and example match, the group does 5 cross crawls (elbow to knee). If there is no match, the group flips the cards back over and runs in place for 5 seconds.
- 6) Students continue until all cards have been matched. There should be 9 matches in all. Instruct them to hold a tree pose (balance on one leg) to show they are finished.
- 7) Check the group's matches for correctness

Cool Down

Lead students to slowly roll their neck in each direction 3 times while taking deep breaths.

Modifications

Turn this into a relay race where the kids collect the cards and then sort them.
For a simpler version, only use 2 matches (text and definition).



How to set up the cards for Match- Up:

Text Feature

Definition

Example

