

3rd Grade Interactive Games Index

Teach BIG® Writing Curriculum • The Writing Academy®, LLC • Grade 3

Every Day-2 interactive game across 3rd grade (36 total), by cluster and module. All games use cut-apart cards, a recording sheet, and a timer; play in partners or small teams.

CLUSTER	GAMES BY MODULE	
Prepare	M1: TRAILS Mystery Case File Match evidence to TRAILS narrative categories and sequence the events. M3: Genre Route Relay Match a writing job to a response genre and a planning strategy.	M2: Narrative Growth Laboratory Grow a basic idea into a developed narrative through the five growth moves. M4: Genre Court Defend an independent genre decision with topic-purpose-audience evidence.
Cluster 1	M1: Shape Detectives Identify the shape/type of a prompt and crack the SCR question code. M3: CSI Evidence Quest Select strong, relevant evidence (Connected, Specific, Important).	M2: Spin, Build, and Move! Build a thesis (central idea) from a prompt, moving through the response steps. M4: Evidence or Explanation Relay Race Sort evidence from explanation and build the full SCR ladder.
Cluster 2	M1: BOOM BOOM GRAB Review Review TREES parts and shape the prompt at speed. M3: Basket Builder Sort and build reasons/ways, the first branch of the TREES.	M2: Thesis / Prompt Memory Match Match prompts to their matching thesis (central idea). M4: Evidence Grab Gather and place evidence, the second branch of the TREES.
Cluster 3	M1: Spin and Shape Showdown Analyze the prompt and write the thesis (central idea). M3: Flip the Flap, Why Rules Matter Magnify reasons for WHY prompts.	M2: Prompt Cards Matching Match and sort prompt cards for deeper (advanced) prompt analysis. M4: CSI Match-Up Mission Match reasons, evidence, and explanations to the central idea.
Cluster 4	M1: MICE and Cheese Significance Stack Build significant inferencing sentences using MICE. M3: On Your Mark, Get SET, Sort Sort the parts of the GET SET introduction (Statement of Purpose).	M2: Pathway Builders Build MICE inferencing sentences for HOW prompts. M4: Ready, SET, Race Assemble the SET introduction with the evidentiary (yellow) transition.
Cluster 5	M1: Double Track Challenge Connect two texts in a paired-passage response. M3: Bluebird Landing Race Build the conclusion paragraph with R1, R2, and R3.	M2: Crossroads Compare Quest Handle paired-passage HOW prompts, similarities and differences. M4: Color Code Capture Color-code and assemble the full ECR paper.
Cluster 6	M1: Decide & Declare Write a claim for an argumentative prompt (decision + because + reasons). M3: Build-A-CREATURE Argument Challenge Complete the argumentative paper using CREATURES.	M2: Reason Buckets Blitz Support a claim with reasons through the magnifying process. M4: BUILD-A-LETTER LAB Write a persuasive letter (argumentative correspondence).
Cluster 7	M1: Poem Parts Detective Find and sort LEAVES features (Lines & Layout, Emotion & Experience). M3: Poetry Craft Lab Match a craft move to its example and effect (Artistic Language, Sound).	M2: Whose Voice? Match poem lines to the speaker whose voice they represent (Voice). M4: LEAVES Evidence Quest Gather evidence for all six LEAVES elements across six stations.
Cluster 8	M1: Place Evidence Expedition Sort PLACE evidence (resource-challenge-choice-impact) across sources. M3: Community Contribution Museum Match	M2: Community Problem-Solution Chain Challenge Build NOTICE-QUESTION-ACT-IMPACT problem-solution chains. M4: Community Strength Research Paper Assembly Race

Match contributions to source form and evidence job (PEOPLE).

Assemble the full five-paragraph research paper from model cards.