

4th Grade Interactive Games Index

Teach BIG® Writing Curriculum • The Writing Academy®, LLC • Grade 4

Every interactive game and hands-on activity across 4th grade, by cluster and module.

CLUSTER	GAMES BY MODULE	
Prepare	M1: Genre Signal Sort Students read task cards, identify topic, purpose, and audience, choose the best response genre and planning route, and defend each decision. M3: Genre Route Relay Students match writing tasks to appropriate genres and planning strategies, then defend each route using topic, purpose, and audience.	M2: Same Topic, Different Job Students analyze task cards on related topics, select the genre and planning route that fit each writing job, and justify their choices. M4: Genre Court Students evaluate writing situations, rule on the strongest genre and planning route, and support each verdict with a writing-job reason.
Cluster 1	M1: Level Up Showdown Students identify a response's thinking level, revise it one level higher, and explain how the revision strengthens the thinking. M3: CSI Evidence Sort Students test quotations for connection, support, and inference, sort them as strong or weak evidence, and defend each choice.	M2: Build-A-Thesis Race Students spin a prompt type, identify its topic and charge, add an answer, and build a thesis with the matching sentence structure. M4: Explanation Relay Race Students race to sort sentence cards as Evidence or Explanation and justify why each card belongs in its category.
Cluster 2	M1: BOOM BOOM GRAB, Tree Style Partners listen to a sentence, grab the matching Thesis, Evidence, or Explanation tree card, and justify the classification. M3: Bucket Sort Students brainstorm and sort idea cards into related baskets, remove off-topic ideas, and narrow the groups to two or three strong reasons.	M2: Thesis Builder Trail Students spin Noun, Verb, Answer, or Type and complete that part of a thesis for a drawn prompt card. M4: CSI Evidence Match-Up Students match each reason or way with the strongest evidence and complete the Connect, Support, and Infer test.
Cluster 3	M1: Build-A-TREES Challenge Students assemble a full response by sorting reasons, building a thesis, selecting evidence, explaining it, and adding significant inference. M3: Magnify the Reasons Students brainstorm many reasons, group similar ideas into colored baskets, narrow them to the strongest three, and write reason sentences.	M2: Flip-Flap Prompt Sort Partners sort prompt cards under Why or How flaps, underline the clue language, and explain whether each prompt asks for reasons or ways. M4: CSI Triple Match Students build and defend three-card sets by matching each reason with strong evidence and an explanation that explores what it proves.
Cluster 4	M1: Build the Creature Teams assemble defensible Claim, Reason, and Evidence chains from mixed cards, reject distractors, and justify every match. M3: PERSPECTIVE SWITCHBOARD Partners choose a fair alternate viewpoint for a claim, build an evidence-based rebuttal, and switch viewpoint and rebuttal roles each round.	M2: ARGUMENT CHAIN RELAY Teams race to arrange claim, reason, evidence, and thinking cards into coherent argument chains and repair illogical links. M4: CREATURES BUILD CHALLENGE Teams construct a complete CREATURES response map with argument chains, a fair viewpoint, rebuttal, ending, and significance.
Cluster 5	M1: Paired Prompt Bridge Builder Students connect a thesis and reason to evidence from both passages and an explanation to complete an evidence bridge. M3: RRR Color Code Construction Zone Students sort, arrange, and color-code R1, R2, and R3 sentence cards to build complete conclusion paragraphs.	M2: Compare-Conquer Station Quest Students rotate through four stations to sort similarities and differences, match comparison relationships, build HOW responses, and prove them with both texts. M4: Color Quest: Build the Paper Map Students sort exemplar sentence strips by color-coded writing job, rebuild the paper in order, and explain each sentence's role.
Cluster 6	M1: Declare the Why Dash Students draw a decision prompt and spin to identify sides, declare a claim, state why, supply a reason, or earn a big-picture bonus. M3: CREATURES Build-a-Paper Challenge	M2: Magnify the Why Lab Pairs rotate through stations to brainstorm reasons, group related ideas, narrow each group, and turn the final three reasons into response stems. M4: Build the Letter

	Students match prompt, claim, reasons, evidence, explanation, viewpoint, rebuttal, ending, and significance cards into a coherent argumentative plan.	Students match a prompt with its recipient, greeting, claim, closing thought, and closing, then assemble the argumentative letter in their notebooks.
Cluster 7	M1: WHAT TRAVELS? Partners sort cards as goods, ideas/culture/knowledge, or both, justify placements, and arrange selected cards into a connection chain. M3: CAUSE, CONNECTION, CONSEQUENCE RELAY Teams arrange cause, connection, immediate effect, longer effect, and perspective cards into evidence-supported consequence chains.	M2: ROUTE AND LEGACY MATCH-UP Groups use poem evidence to build historically supported chains linking a place or person, what moved, and what was carried forward. M4: FUTURE CURATORS Groups sort source-based statements under Preserve, Question, Improve/Repair, or Carry Forward and defend placements with text evidence and reasoning.
Cluster 8	M1: PLACE, POSSIBILITY, PROBLEM Groups draw a place, match a logical possibility and challenge, explain what people might do, and earn bonuses for source connections. M3. SOURCE DETECTIVE: WHAT CAN IT PROVE? Students draw a claim and three sources, select the strongest evidence, explain what it proves, identify a limitation, and seek corroboration.	M2: CHANGE CHAIN CHALLENGE Groups arrange mixed cards into correct Need/Problem, Idea/Choice, Action, and Change chains for historical and cultural examples. M4: THE HUMAN RESEARCH PAPER Students physically organize sentence cards into a complete research paper and trace how evidence and explanations support its reasons and thesis.