

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.