



MIGHT IS WRITE

A Cards of Awesome rules variation



Getting ready

- Shuffle all the *white cards*, place face down in a pile.
- Shuffle all the *black cards*, place face down in a pile.
- Each player draws six *white cards*. This is their hand.
- Choose a *Card Boss* for the first round (we suggest the youngest player).

To play

- The *Card Boss* picks up and reads out the top *black card*.
- All other players select the one *white card* they think answers the question on the *black card* the best. Pass each *white card* face down to the *Card Boss*.
- The players then have two minutes to write why their choice is the *awesomest*. The *Card Boss* should time the writing period.
- Each player takes a turn to read out their writing.
- The *Card Boss* then decides which player wrote the best reason for why their choice was the *awesomest one*. That player gets one *Awesome Point*.

To win

The first person to get to three *Awesome Points* is the winner!

More ways to play:

- Shuffle two or more packs from *Cards of Awesome* together for even more awesome combinations and to play with more than four players.
- Play to five *Awesome Points* for a longer game.

TEACHER'S NOTES

for "Might is Write"

Cards of Awesome rules variation

This rules variation introduces a writing element directly into the game, players must write a short statement justifying their combination.

This variation weaves the practice of writing into the game itself, giving students a time-limited competitive motivation to write. From these initial ideas further—more extensive—writing activities can be developed.

Unlike *Talk the Talk* (a similar rules variation that focusses on oral skills) this rules variation does not require students be confident speaking in front of their peers as it adds a greater creative writing element to the game without the same emphasis on speech. Oral language skills will still be used as it is necessary to read out the story.

However this may be more suitable for less-confident students than *Talk the Talk* as the students get the opportunity to write down their justifications rather than making them up on the spot.

This could be a useful of developing creative writing exercises. If further prompts and elements are needed for the story the *white cards* could be used.

More variations, resources and Teacher Support Material for *Cards of Awesome* can be downloaded at: awesome.tki.org.nz.