The text ingredients game

The text ingredients game is a great game for building older pupils’ confidence in understanding the typical key ingredients of the different text types. Adapt it to reflect the terminology that your class should be familiar with.

* Provide the pupils in pairs or small groups with a full set of the words and phrases on cards as illustrated plus the headings on the shaded cards – Typical ingredients; Not typical ingredients and ?. (The ? card is very important because it provides the pupils with somewhere to place the terms they cannot agree about, or the terms they have not heard of. This enables the teacher to easily focus on these terms when going round the class and seeing how the groups are progressing.)
* Tell the class which text type they are to focus on:
	+ Narrative
	+ Recount
	+ Explanation
	+ Information (non-chronological report)
	+ Discussion
	+ Persuasion
	+ Instructions

Because these cards can be used for all the text types, and the activity focuses on getting the pupils to discuss the different features, they can be used in a range of different units.

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| **Typical ingredients** | **NOT typical ingredients** |  **?**  |

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| **presents arguments from different viewpoints** | **chronological order** | **logical order** | **imperative** |
| **informal (chatty) language** | **past tense** | **formal language** | **2nd person (*you*)** |
| **explains processes involvedor how things work** | **quotation** | **analysis** | **3rd person (*he/she/it/they*)** |
| **list of materials/equipment** | **subordinate clause** | **evaluation** | **Subordinating con-junctions (*if, because* etc)** |
| **promotes a particular view**  | **diagrams** | **Standard English** | **conclusion** |
| **use of visual image to attract attention** | **emotive language** | **1st person (*I/we*)** | **flow charts** |
| **causal connectives, stressing sequence or cause & effect** |  | **bullet points** | **temporal connectives (*first, next, after that*)** |
| **autobiographical style** | **use of rhetorical devices** | **dialogue** | **retells events** |
| **describes the way things are** | **introduction** | **bias** | **present tense** |
| **characterisation** | **impersonal** | **adverbial phrases** | **figurative language** |
| **preposition** | **active** | **passive** | **ellipsis** |