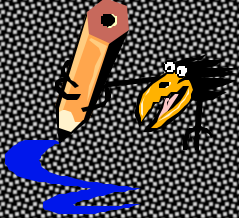
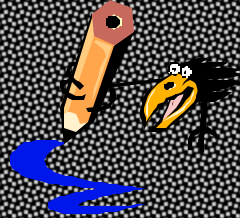


Text Structure



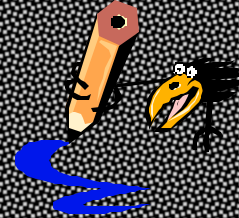
Draw

Text Structure



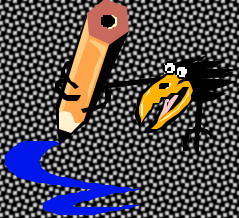
Draw

Text Structure



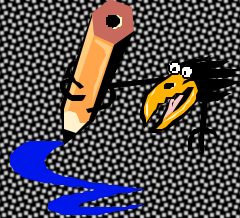
Draw

Text Structure



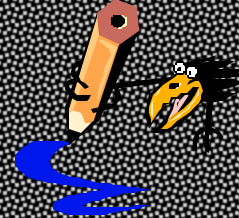
Draw

Text Structure



Draw

Text Structure



Draw

Sequence

Describes items or events in order or tells the steps to follow to do something or make something.

Signal Questions

- What items, events, or steps are listed?
- Do they have to happen in this order?
- Do they always happen in this order?

Signal Words

- First, Second, Next, Then, Before
- After, Finally, Following
- Now, Soon, Not long after



Cause/Effect

Cause is WHY something happened. Effect IS what happened. (Sometimes the effect is listed first.)

Signal Questions

- What happened?
- Why did it happen?
- What caused it to happen?



Signal Words

- So, Because, Since, Therefore
- If...then, This led to, Reason why
- As a result, Consequently, May be due to, Effect of
- For this reason

Description

A Topic, idea, person, place, or thing is described by listing its features, characteristics, or examples.

Signal Questions

- What specific topic, person, idea, or thing is being described?
- How is it being described (what does it look like, how does it work, what does it do, etc)?
- What is important to remember about it?



Signal Words

- For instance, Such as..., To begin with
- An Example, Characteristics, To illustrate

Compare/Contrast

Shows how two or more things are alike and/or how they are different.

Signal Questions

- What things are being compared?
- In what ways are they alike?
- In what ways are they different?



Signal Words

- Same as, Similar, Alike, As well as
- Not only...but also, Both, Instead of
- Either...or, On the other hand, Different from, As opposed to

Problem/Solution

Tells about a problem (and sometimes says why there is a problem) then gives one or more possible solutions

Signal Questions

- What is the problem?
- Why is this a problem?
- Is anything being done to try to solve the problem?
- What can be done to solve the problem?



Signal Words

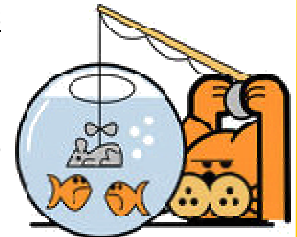
- Question is, Dilemma is
- The puzzle is, To solve this
- One Answer is, One reason for the...

Persuasion

Presents an opinion and tries to convince the reader to agree.

Signal Questions

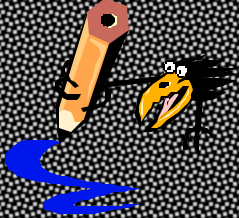
- What does the author believe?
- What reasons support the claim?
- What does the author want you to do?



Signal Words

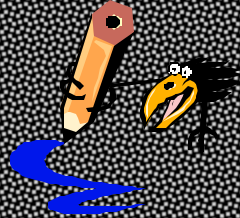
- Surely, It is certain, Therefore, Consequently, Convinced
- Agree, Conclude

Text Structure



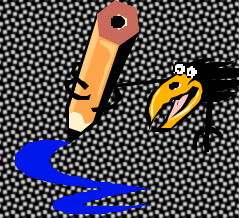
Draw

Text Structure



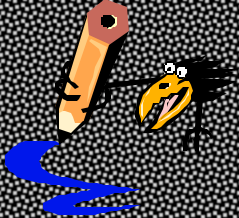
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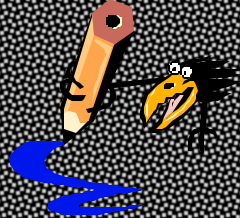
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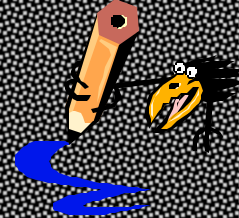
Draw

Text Structure



Draw

Text Structure



Draw

Text Structure Examples

Sequence:

Goose bumps make me shiver. First I get cold. Then I shake all over.

Description:

Goose bumps make me shiver. I get little bumps on my skin. They look like sesame seeds.

Compare and Contrast:

Some people get goose bumps from fear. Others get goose bumps when they are touched emotionally.

Cause and Effect:

Goose bumps make me shiver. When the temperature drops below 45 degrees, my skin crinkles into goose bumps.

Problem and Solution:

Goose bumps make me shiver. But they disappear as soon as I cover up with a jacket or sweater

Persuasion:

It is healthy for you to get goose bumps. When you are cold or frightened, goose bumps help you prepare for “fight or flight” like getting your heart racing which sends oxygen to your muscles.

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Text Structure Draw

Created by Clare Baxter

What you need to play the game: 2-6 players and 1 deck of cards. A list of topics from content areas: The Great Lakes, parallel lines, electricity, football, etc

How to Play the Game: The cards are shuffled and placed in the center of the table so all the players can reach them.

Objective of the Game: To respond to the topic with the correct text structure to the satisfaction of the other players.

The Play: One player begins by giving the “topic” to be used to apply the 6 text structures. The person to his/her left draws the top card. The person responds to the card by talking about the topic using the drawn text structure:

Example of Description: *Tennis is a game played on a rectangular court with a center net. It is played with two or four players each armed with a racquet. One ball is hit back and forth over the net scoring love, fifteen, thirty, forty, game.*

The other players decide if it is an appropriate response. If it is, the player gets one point. If it is not, the card is buried in the stack for another player to draw.

When all the cards have been drawn, the cards are shuffled and placed in the center. The next person determines the topic and the play begins with person to the left of the “topic namer” drawing a card.

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