



Give One, Take One

- ✓ Narrative
- ✓ Descriptive
- ✓ Expository
- ✓ Persuasive

Writing Skills

1. I generate ideas in a variety of ways.

This activity allows students to think on their own and then work cooperatively to gather more information and ideas as a prewriting stimulus.

Teaching the Activity

1. Provide students with the Give One, Take One graphic organizer (p. 248).
2. Have students think about and record three ideas around a theme, topic or focus.
3. Allow students to circulate to exchange ideas with other students. They are allowed to exchange only one idea with each student.
4. Have students exchange ideas until they have collected a designated number of suggestions. Students return to their seats and identify favourite writing ideas.

Variations/Extensions

- This activity can be used to generate ideas, vocabulary choices, and story starters.
- You may choose to change the number of ideas collected, or make it a timed exchange activity. This activity may also be used to access background knowledge, or as a review at the end of a teaching unit.

See Graphic Organizers p. 248.

The graphic organizer is a rectangular box with a black border. At the top, it is titled "Give One, Take One". Below the title, there are 20 horizontal lines, numbered 1 through 20, arranged in two columns of ten. At the bottom center of the box, there is a small cartoon character with a question mark on its head, looking thoughtful.



Give One, Take One

1. _____

11. _____

2. _____

12. _____

3. _____

13. _____

4. _____

14. _____

5. _____

15. _____

6. _____

16. _____

7. _____

17. _____

8. _____

18. _____

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19. _____

10. _____

20. _____

