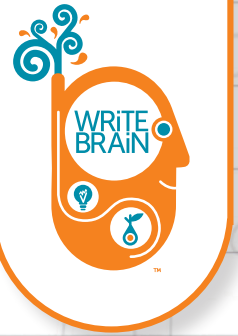# WRiTE BRAiN™

PROGRAM GAME GUiDE

POETSPLAY™

READY. SET. WRiTE!

POET
- a person who writes poems
- a person with special powers of the imagination

ready·set·write

ATMOSPHERE
- the gaseous envelope surrounding the earth

ready·set·write

DEDICATED
- wholly committed to an ideal or goal

ready·set·write

LAUGHTER
- the spontaneous sounds and movements of the face and body that are the instinctive expressions of lively amusement

ready·set·write

WRiTE ON!

iNTRODUCTiON

POETS PLAY is the perfect way to introduce your students (Grades 2-12) to writing poetry through a fun, gamified, and non-intimidating process. Each of the poetry games in this guide are designed to spark students' imaginations, expand their vocabularies, and give them opportunities to express their emotions and ideas in writing and out loud.
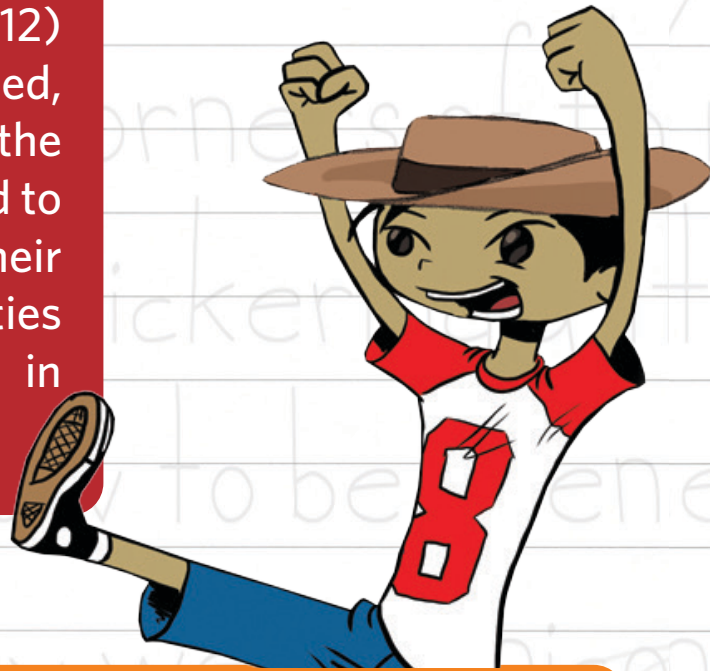
Poetry is a vital art form that fosters social-emotional learning, builds literacy skills, and taps into a universal need for self-expression. When read aloud, poetry offers rhythm, musicality, and beats. Having students read their poetry aloud in class can foster trust and empathy in the classroom community, while also emphasizing speaking and listening skills. Throughout your **POETS PLAY** implementation we recommend that you encourage each student not only to read their poems aloud, but to consider their reading aloud as a type of performance, freeing them to express themselves in a way they may not normally be able to during the school day.

Your English Learners (Level 2 and up) can also enjoy **POETS PLAY** as a way to introduce them to new vocabulary and as an opportunity to write outside of standard grammatical conventions. Poetry also offers your students a more instinctual and personal way to express themselves (in English or their native language) as opposed to traditional essays and expository writing exercises.

Consider hosting a Poetry Café night at the end of the semester to celebrate your students and have them read their favorite poems aloud for family, friends, and your learning community!

written by
WRiTE BRAiNers

It's big to craft a poem.
It's truly no small thing.
When others read your poems,
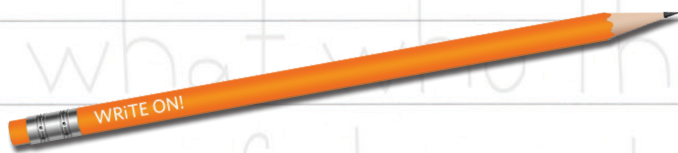it's to your words they'll cling.

Just write and get your thoughts out.
Make it special, take your time.
Play with language and with shapes.
Choose your words and make them rhyme.

Send readers on a journey,
full of feelings, sights, and sounds.
They'll get lost in your poems,
at the end of which they're found!
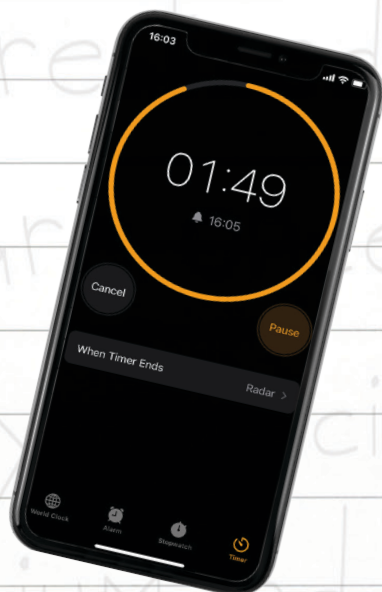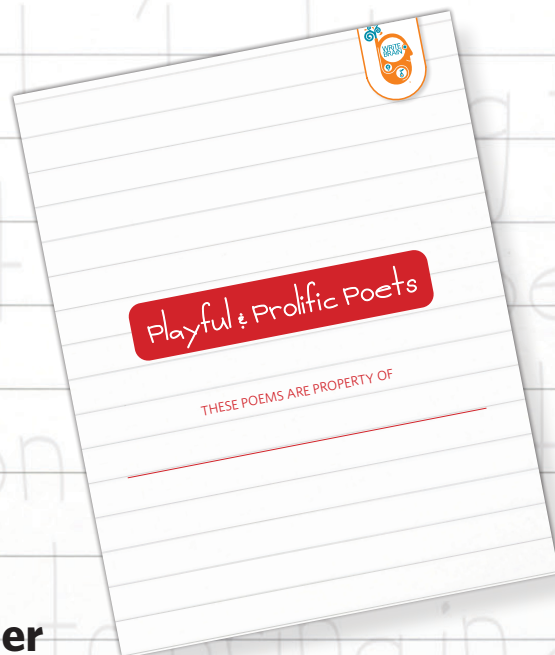
MATERIALS

1. POETS PLAY Cards

POET
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ready·set·write

2. Pencils or Pens

WRiTE ON!

3. Paper or Notebook

Playful & Prolific Poets

THESE POEMS ARE PROPERTY OF

4. Timer

01:49

16:05

Cancel   Pause

When Timer Ends

Radar >

POETSPLAY™ GAMES

written by
Maritza, Age 12

Boys all day every day
Really like to play
One of a kind and always asking questions
The reason why I giggle
Here for you forever
Everyday I think of how much I love you
Reminding me to be humble
Sometimes annoying, but always loyal

Rhyming Couplets

With only two lines per poem, this is a quick and easy way to dive into writing poetry!

1. Each student picks a **POETS PLAY** Card.

2. Set a timer for 2 minutes.

3. Tell students to write just two lines of poetry inspired by the word on their **POETS PLAY** Card, making sure that the last word in each line rhymes. This is called a rhyming couplet.

4. Have students share their couplets aloud with the group.

Educator Tip

If students struggle to find rhyming words, have them make a list of any words they can think of that rhyme with the last word of the first sentence they write. Then they can more easily create a second sentence with a word from the list!

Classic POETS PLAY

1. Each student picks a **POETS PLAY** Card.

2. Set a timer for 3 minutes.

3. Tell students to write a poem in any form (it doesn't have to rhyme) inspired by the word or definitions on their **POETS PLAY** Card.

4. Have students share their speed poems aloud with the group.

NOTE:

Log on, share, and post your poems!

www.PoetsPlay.com

Guess the Word!

1. Each student picks a **POETS PLAY** Card.

2. Set a timer for 3 minutes.

3. Each student will draft a poem inspired by the word on their card without using that word in the poem.

4. Have students present their poems aloud. The rest of the group must guess what their **POETS PLAY** Card word is.

Optional

Raise the stakes with points! If the poem is performed as a song or rap, the student gets two points. The student who guesses the correct word gets one point.

Rhyme Time Battle

1. Divide students up into groups of 4-5 students each. One student from each group picks one **POETS PLAY** Card.

2. Set a timer for one minute.

3. While the timer is on, each student in a group should create their own list of words that rhyme with their group's **POETS PLAY** word.

4. When time is up, have students score one point for each rhyming word and two points for a word no one else has used.

5. The winner picks the next **POETS PLAY** Card and play continues.

Optional

The winners from each group play a final round to determine the Rhyming Champion.