LESSON MAKER PRO

Draft Together Cards

Write one draft while making room for every writer.

GRADE 11 · 11.CL.12

11.CL.12 "Collaborate on writing tasks in diverse groups, making necessary compromises to accomplish a goal, sharing responsibility for collaborative work, and showing respect for the individual contributions of each group member."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Use a move card only when its words fit what you genuinely mean.
2. Give each person a way to shape the draft.
3. Keep a view you can support with a reason or example.
4. Do not invent a disagreement or compromise. It is fine to agree.

HOW TO PLAY Teams of 3 or 4

1. Form a group of three or four. Choose one TOPIC card and read its writing task.
2. Take one ROLE card each. In a group of three, share the Common Ground job.
3. Mix two copies of the eight MOVE cards. Deal four cards to each player.
4. Set a timer for eight minutes. Plan and write together. When you genuinely use a card's starter, play it to the middle.
5. Stop when the timer ends, even if the draft is unfinished. Leave unused cards unplayed and check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I helped someone else contribute to the draft.
- [ ] I took responsibility for part of our writing work.
- [ ] I considered another idea without pretending to change my view.
- [ ] I helped our draft show our real agreement or differences.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Fair Group Writing

Write a four-sentence proposal for making group writing projects fairer in your classes.

TOPIC

First Week Welcome

Write a four-sentence message to help new students feel included during their first week.

TOPIC

Useful Peer Feedback

Write a four-sentence plan for giving classmates feedback on a draft that they can use.

ROLE CARDS · one per player

ROLE

Voice Scout

Notice who has not had a chance to shape the draft, and invite their input.

ROLE

Draft Keeper

Record the group's wording and check that it reflects what members actually chose.

ROLE

Work Mapper

Help divide the writing work and check that each person's task is clear.

ROLE

Common Ground

Track what the group agrees on, what remains different, and the reasons members give.

MOVE CARDS · deal 4 to each player

MOVE CARD

INVITE INPUT

"I'd like to hear ____'s idea before we draft."

MOVE CARD

BUILD ON

"I want to build on your idea about ____."

MOVE CARD

OFFER WORK

"I can write ____; who can take the next part?"

MOVE CARD

CHECK TASKS

"We have ____ left to draft; how should we split it?"

MOVE CARD

COMBINE IDEAS

"Could we combine ____ with the other idea?"

MOVE CARD

EXPLAIN POSITION

"I still favor ____ because of what we've seen."

MOVE CARD

NAME AGREEMENT

"We agree on ____, so let's put that in the draft."

MOVE CARD

NAME DIFFERENCE

"We still differ on ____; let's state both views fairly."

Cards last longer on thick paper.

ANSWER KEY

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RUNNING THE ROUNDS

Print two copies of the MOVE cards for each group, and run another eight-minute round with a new TOPIC card if time allows. Observe whose ideas shape the draft, not just how many cards each student plays. If participation is uneven, prompt the group to revisit its roles; do not require students to play inapplicable cards or claim a compromise they did not make.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I'd like to hear Sam's idea before we draft.
Sam	I can write the first two sentences; who can take the next part?
Priya	I want to build on your idea about splitting the writing. Let's also edit the whole draft together.
Leo	Could we combine assigned sentences with a final group edit?
Maya	We agree on assigned sentences and a final group edit, so let's put that in the draft.

LISTEN FOR

- Invitations that give a quieter member a real chance to affect the wording
- Clear offers and agreements about who will draft or edit each part
- Proposed compromises that respond to ideas members actually raised
- Accurate summaries of agreement or remaining differences, with reasons for a view kept unchanged

There are no right answers to the topic cards. Score the moves students make, not their opinions.