LESSON MAKER PRO

Pass the Mic

Build one presentation from everyone's ideas.

GRADE 11 · 11.DL.18

11.DL.18 "Create and deliver an oral presentation, created collaboratively from individual contributions, that is suitable in purpose and tone for its intended audience and occasion."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1 Use real experiences, not made-up examples.	**2** Play a move card only when you use its starter.
3 Give every member a distinct part to present.	**4** Report agreement or differences honestly. No one has to change a view.

HOW TO PLAY Teams of 3 or 4

1. Draw one TOPIC card. Note its audience and occasion.
2. Take one ROLE card each. With three players, share the Delivery Coach job.
3. Shuffle two copies of the eight MOVE cards. Deal four to each player. Play a card to the middle when you genuinely use its starter.
4. Take 10 minutes to build a presentation with an opening, connected parts, and an honest ending. Then deliver it to another group in two minutes.
5. End the round at 12 minutes, even if cards remain unused. Then check the reflection statements.

AFTER THE ROUND Check what you did

- ☐ I contributed an idea or example to our presentation.
- ☐ I helped fit our purpose and tone to the audience and occasion.
- ☐ I connected my part to our shared message.
- ☐ I delivered my part aloud.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Club News

At a grade-level assembly, what change to club announcements would you recommend to other students, and why?

TOPIC

New Student Welcome

At ninth-grade orientation, what advice would you give new students about finding help and getting involved at school?

TOPIC

Family Tech Night

At a family information night, what practical advice would you give families about managing phone notifications during homework, and why?

ROLE CARDS · one per player

ROLE

Audience Scout

Watch for words and a tone that fit the people and occasion on your TOPIC card.

ROLE

Example Finder

Help each member contribute an accurate example or idea from experience.

ROLE

Thread Weaver

Connect the members' parts into one clear message without hiding real differences.

ROLE

Delivery Coach

Check that every member has a spoken part and that the presentation flows aloud.

MOVE CARDS · deal 4 to each player

MOVE CARD

KNOW THEM

"For this audience, we should explain ____."

MOVE CARD

SET TONE

"Because this is a ____, our tone should be ____."

MOVE CARD

OFFER EVIDENCE

"My example is ____, and it supports ____."

MOVE CARD

ADD EXPERIENCE

"Something else I have seen is ____, which matters because ____."

MOVE CARD

CONNECT PARTS

"My part connects to ____ by ____."

MOVE CARD

HONEST ENDING

"Our ending can honestly say ____."

MOVE CARD

SPOKEN OPENING

"For our spoken opening, I'll say ____."

MOVE CARD

CLEAR DELIVERY

"When I present my part, I'll make ____ clear."

Cards last longer on thick paper.

Pass the Mic

RUNNING THE ROUNDS

Run each round for 10 minutes of preparation and two minutes of delivery, stopping at 12 minutes even when cards remain. If participation is uneven, prompt the group to assign each member a distinct spoken part rather than requiring more card plays. The sample shows preparation and an opening, not the full presentation.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	For this audience, we should explain how to quiet nonurgent alerts while staying reachable to family.
Leo	My example is that I silence group chats during homework, and it supports trying a short focus block.
Nia	My part connects to Leo's by suggesting a message check after the focus block.
Owen	Our ending can honestly say we agree on trying a short focus block with a planned check-in.
Maya	Families, a quiet phone for 20 minutes can make homework easier to focus on. We will share a way to try it while staying reachable.

LISTEN FOR

- A clear purpose suited to the TOPIC card's audience and occasion
- Distinct contributions linked into one oral presentation
- Accurate examples used to support recommendations or unchanged positions
- An ending that states full agreement or unresolved differences truthfully

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