LESSON MAKER PRO

Pass the Mic

Build one presentation from everyone's ideas.

GRADE 12 · 12.DL.18

12.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. Give each person a part to create and deliver.
2. Play a move card only when you genuinely use its starter.
3. You may agree fully, leave a question open, or keep a view that your reasons support.
4. Stop when the ten-minute round ends. Unused cards are fine.

HOW TO PLAY Teams of 3 or 4

1. Form a group of three or four. Draw one TOPIC card and read its audience and occasion.
2. Take one ROLE card each. With three players, share the Delivery Coach job among all three.
3. Shuffle enough copies of the eight MOVE cards to deal four to each player.
4. Spend eight minutes combining your ideas into a short talk. Finish a starter aloud before playing that card to the middle.
5. Use the last two minutes to deliver the talk, with a speaking part for everyone. Stop at ten minutes, then check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I helped shape a message for the audience and occasion.
- [ ] I connected my contribution to someone else's.
- [ ] I delivered my part aloud in a suitable tone.
- [ ] I named our real agreement or open question without inventing a difference.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Group Project Launch

What one habit would you recommend to incoming ninth graders during orientation to help make their first group project fair?

TOPIC

Clearer Announcements

What change would you recommend to school staff at a staff meeting so students can follow daily announcements more easily?

TOPIC

Chat With Care

What advice would you give classmates at a class meeting for keeping a group chat useful during a shared project?

ROLE CARDS · one per player

ROLE

Audience Scout

Keep the listeners and occasion in mind as the group chooses its words.

ROLE

Idea Weaver

Help connect each person's contribution to the group's main message.

ROLE

Message Keeper

Track what the group agrees on and any question it has not settled.

ROLE

Delivery Coach

Watch the time and help everyone prepare a clear speaking part.

MOVE CARDS · deal 4 to each player

MOVE CARD

NAME THE NEED

"For this audience and occasion, our listeners need ____."

MOVE CARD

CHOOSE THE TONE

"To fit these listeners, we should sound ____."

MOVE CARD

ADD YOUR PART

"My part will add ____ to our message."

MOVE CARD

LINK THE PARTS

"We can connect our parts by saying ____."

MOVE CARD

PLAN THE HANDOFF

"When I finish my part, the next speaker can begin with ____."

MOVE CARD

SHAPE DELIVERY

"When we present, we should slow down at ____."

MOVE CARD

STATE AGREEMENT

"Our shared message so far is ____."

MOVE CARD

CHECK THE CONCLUSION

"Our conclusion, including any question we have not settled, is ____."

Cards last longer on thick paper.

Pass the Mic

RUNNING THE ROUNDS

Run ten-minute rounds, allowing eight minutes to prepare and two minutes to deliver; stop at ten minutes even if cards remain. Make enough copies of the move set to deal four cards per player. If participation is uneven, prompt the group to assign a speaking part to each member, but do not require anyone to play an inapplicable card or change a supported view.

WHAT A STRONG ROUND SOUNDS LIKE

Ari	For this audience and occasion, our listeners need one step they can try in their first group project.
Bea	We can connect our parts by saying, 'Choose tasks first, then check progress halfway through.'
Cam	Welcome, ninth graders. Before your group starts, give each person a clear task.
Ari	Halfway through, check what is done and who needs help.
Bea	Our shared message is to choose tasks and check in. A check-in can reveal unfinished work while there is still time to help.

LISTEN FOR

- A clear purpose matched to the named audience and occasion
- Distinct contributions joined into one message
- Speaking parts delivered by every group member
- An accurate conclusion that does not invent disagreement

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