LESSON MAKER PRO

Ideas Grow Together

Use details to help your group think together.

GRADE 3 · 3.LF.1

3.LF.1 "Contribute meaningful ideas to discussions with groups and peers utilizing agreed upon rules. a. Elaborate on responses in conversations and discussions."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Let each person finish speaking.
2. Listen before you add an idea.
3. Give a reason or example when you can.
4. It is okay to agree or to think differently.

HOW TO PLAY Teams of 3 or 4

1. Pick one TOPIC card. Read it aloud and agree to the group rules.
2. Each player takes one ROLE card. With three players, everyone shares the Idea Keeper job.
3. Shuffle two copies of the eight MOVE cards. Deal four to each player and set extra cards aside.
4. Set a timer for seven minutes. Talk about the topic. When a starter fits what you truly want to say, finish it aloud and play that card to the middle.
5. Stop when time is up, even if cards remain. Tell where your ideas stand, then check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I shared an idea that fit our topic.
- [ ] I gave a reason or example to explain an idea.
- [ ] I asked for more detail or added to someone's idea.
- [ ] I listened and spoke honestly about what I think now.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Indoor Recess Plan

What could our class do during indoor recess so students have fun choices and stay safe?

TOPIC

Welcome a Classmate

What could our class do to help a new student feel included on the first day?

TOPIC

Sharing Art Supplies

How could our class share crayons and markers fairly during group work?

ROLE CARDS · one per player

ROLE

First Voice

Start the talk with an idea and a reason for it.

ROLE

Detail Finder

Ask someone to explain an idea or give an example.

ROLE

Idea Linker

Listen for a way to add to an idea someone has shared.

ROLE

Idea Keeper

Help the group say what it agrees on and what is still undecided.

MOVE CARDS · deal 4 to each player

MOVE CARD

GIVE REASON

"One reason for my idea is ____."

MOVE CARD

GIVE EXAMPLE

"For example, ____."

MOVE CARD

ASK MORE

"Can you tell us more about ____?"

MOVE CARD

ASK WHY

"What makes you think ____?"

MOVE CARD

ADD ON

"Adding to what you said, ____."

MOVE CARD

MAKE CONNECTION

"Your idea makes me think of ____."

MOVE CARD

GATHER IDEAS

"Our ideas so far are ____."

MOVE CARD

EXPLAIN POSITION

"After listening, I think ____."

Cards last longer on thick paper.

Ideas Grow Together

RUNNING THE ROUNDS

Make two copies of the move cards for each group, and let groups play another seven-minute round with a different topic if time allows. Watch for students who have not had a turn, and prompt the group to invite their ideas without requiring anyone to play every card. Accept an unchanged, evidence-supported view, full agreement, or unresolved differences as an honest ending.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	I think we could have a drawing table at indoor recess. One reason for my idea is that some kids like a quiet choice.
Eli	Can you tell us more about how we would share the drawing supplies?
Mia	For example, we could put one box of crayons at each table.
Jo	Adding to what you said, we could have a puzzle table for kids who want to work together.
Eli	Our ideas so far are a drawing table and a puzzle table. We have not decided whether to try both.

LISTEN FOR

- Ideas tied to the topic, with a clear reason or example
- Follow-up questions that invite a peer to explain
- Additions that connect to something a peer said
- Accurate summaries that leave room for agreement or undecided ideas

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