LESSON MAKER PRO

Show and Tell

Build a slide that helps your group explain an idea.

GRADE 3 · 3.LF.6

3.LF.6 "Use digital tools to enhance oral presentations, working collaboratively."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Ask before using the shared device.
2. Let everyone suggest a slide idea and speak during the talk.
3. Use drawings you make, not photos of classmates.
4. Play a MOVE card only when its words fit what you really say.

HOW TO PLAY Teams of 3 or 4

1. Pick one TOPIC card for your group of three or four.
2. Each player takes one ROLE card. With three players, share the View Tester job.
3. Mix two sets of the eight MOVE cards. Deal four cards to each player.
4. Start a 15-minute timer. Make one digital slide and practice your talk. When you use a card's starter, finish the sentence and play the card to the middle.
5. After 10 minutes, pair with another group and take turns giving your talks. Stop at 15 minutes, even if you have cards left. Then check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I helped choose or change something on our digital slide.
- [ ] I used the slide to help explain our idea out loud.
- [ ] I listened to my group and spoke during our talk.
- [ ] I can tell what our group agreed on or still saw differently.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Playground Game

How can your group use a digital slide to teach classmates a playground game you know?

TOPIC

Tidy Desk

How can your group use a digital slide to show classmates how to tidy a desk?

TOPIC

Indoor Game

How can your group use a digital slide to explain an indoor game you know?

ROLE CARDS · one per player

ROLE

Tool Captain

Use the shared device to make the slide with the group's ideas.

ROLE

Slide Scout

Watch for pictures or words that will help listeners understand the talk.

ROLE

Talk Guide

Help each player choose a part to say during the talk.

ROLE

View Tester

Check whether the slide is easy to see and the speakers are easy to hear.

MOVE CARDS · deal 4 to each player

MOVE CARD

PICK A PICTURE

"A digital drawing of ____ would help us explain it."

MOVE CARD

ADD A DETAIL

"Let's put ____ on our slide so classmates can see it."

MOVE CARD

MAKE IT CLEAR

"Let's make ____ bigger so everyone can see it."

MOVE CARD

FIX THE SLIDE

"Let's change ____ on our slide to make it clearer."

MOVE CARD

POINT AND EXPLAIN

"I can point to ____ while I explain it."

MOVE CARD

MATCH TALK

"When we show ____, I can tell listeners what it means."

MOVE CARD

NAME OUR PLAN

"Our plan now is ____."

MOVE CARD

GIVE A REASON

"I think ____ will help listeners because I noticed ____."

Cards last longer on thick paper.

Show and Tell

RUNNING THE ROUNDS

For another round, choose a new topic, switch roles, and deal four cards to each player again. If a student has spoken less, the Talk Guide can offer that student the next speaking part without requiring a card play. Accept unused cards, unresolved differences, and a student's unchanged idea when the student supports it with evidence.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	A digital drawing of hopscotch squares would help us explain it.
Noah	Let's make the numbers bigger so everyone can see it.
Ava	I can point to the squares while I explain it.
Leo	I think big numbers will help listeners because I noticed the small ones were hard to see.
Mia	Our plan now is to show big numbers and point to each square as we explain the jumps.

LISTEN FOR

- Students suggest slide content that supports what they will say aloud.
- Students explain a change to the slide using what they can see on the screen.
- Each student has a speaking part and refers to the slide during the talk.
- Students describe their plan honestly, whether they agree fully or still have different ideas.

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