LESSON MAKER PRO

Smart Search Cards

Plan a digital project, one useful move at a time.

GRADE 4 · 4-5.R3

4-5.R3 "Use digital and electronic tools appropriately, safely, and ethically when researching and writing, both individually and collaboratively."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Use only school-approved tools and sites.
2. Keep names, photos, and other private details out of shared work unless you have permission.
3. Use your own words and name the source of borrowed ideas.
4. You may agree, have an open question, or keep your view when evidence supports it.

HOW TO PLAY Teams of 3 or 4

1. Pick one TOPIC card and read its task aloud.
2. Give each player one ROLE card. With three players, all three share the fourth role's job.
3. Mix two copies of the eight MOVE cards. Deal four cards to each player.
4. Set an eight-minute timer. Finish a starter aloud when it fits your task, then play that card in the middle.
5. Stop when the timer ends, even if cards are unused. Check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I chose or planned to use a digital tool that fit our task.
- [ ] I helped protect private details.
- [ ] I checked or planned how to check online facts and credit borrowed ideas.
- [ ] I can agree, name an open question, or keep my view when evidence supports it.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Rainy Day Guide

How could you research and write a short digital guide to a rainy-day recess game that other students could use?

TOPIC

Classroom Plant Tips

How could you research and write a shared digital tip sheet for caring for a classroom plant?

TOPIC

Lost Item Notice

How could you write and share a digital notice about a lost classroom item without sharing anyone's private details?

ROLE CARDS · one per player

ROLE

Tool Scout

Watch for a school-approved digital tool that fits the task.

ROLE

Privacy Guard

Watch for details that need permission before anyone shares them.

ROLE

Source Checker

Ask how the group could check facts found online.

ROLE

Credit Keeper

Watch for borrowed words or ideas the group would need to credit.

MOVE CARDS · deal 4 to each player

MOVE CARD

PROTECT PRIVACY

"Before we share this, we should leave out ____ unless we have permission."

MOVE CARD

CHECK SHARING

"I would ask before adding ____ to our shared work."

MOVE CARD

CHECK SOURCE

"We could check who made a website by looking for ____."

MOVE CARD

COMPARE FACTS

"Before using that online fact, we could compare it with ____."

MOVE CARD

GIVE CREDIT

"If we borrow an idea from a site, we can name ____ as the source."

MOVE CARD

CHOOSE TOOL

"A school-approved tool that would help us write together is ____ because ____."

MOVE CARD

WRITE TOGETHER

"We can make one shared draft by ____."

MOVE CARD

SUM UP

"We agree on ____, and any questions we still have are ____."

Cards last longer on thick paper.

Smart Search Cards

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. In three-player groups, all players share the unused role's job. Invite quieter players to use a fitting card, but do not require every card to be played or anyone to change a supported view.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	A school-approved tool that would help us write together is a shared document because we can all add to one rainy-day guide.
Leo	Before we share this, we should leave out students' full names unless we have permission.
Ava	Before using that online fact, we could compare it with the rules on another school-approved site.
Mia	If we borrow an idea from a site, we can name that site as the source.
Leo	We agree on a shared draft with no private details and credit for borrowed ideas, and any questions we still have are none.

LISTEN FOR

- A school-approved tool chosen for a clear research or writing purpose
- A specific privacy check before sharing digital work
- A plan to check an online fact against another reliable source
- A plan to use original wording and credit borrowed ideas

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