LESSON MAKER PRO

Point and Proof

Listen closely, respond with facts, and decide what the discussion shows.

GRADE 5 · 5.LF.10

5.LF.10 "Respond directly to specific information shared by others in classroom discussion, using facts to support the ideas being discussed. a..."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Listen for a specific idea before you respond.
2. Use facts you know or have observed, not guesses.
3. It is okay to agree, disagree, or keep your view.
4. Leave a card unplayed if it does not fit what you want to say.

HOW TO PLAY Teams of 3 or 4

1. Form a group of three or four and choose one TOPIC card.
2. Each player takes one ROLE card. With three players, take turns doing the fourth role's job.
3. Use two printed sets of MOVE cards. Shuffle them and deal four cards to each player.
4. Set a 6-minute timer and discuss the question. Play a MOVE card to the middle only when you truly use its starter.
5. In the last minute, review the key ideas and share any conclusions. Stop when the timer ends, even if cards are left. Then check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I responded to a specific point someone shared.
- [ ] I used a fact to support an idea we discussed.
- [ ] I reviewed a key idea from the discussion.
- [ ] I drew a conclusion from what I heard, even if my view stayed the same.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

After Recess

What should our class do first after recess to get ready to learn, based on what we have noticed?

TOPIC

Group Supplies

How could a group share classroom supplies so everyone can use them when needed?

TOPIC

Clear Directions

What helps you understand directions for a new classroom task, and what have you noticed that supports your idea?

ROLE CARDS · one per player

ROLE

Point Spotter

Listen for replies that name a specific idea someone shared.

ROLE

Fact Finder

Invite players to support their ideas with something they know or have observed.

ROLE

Idea Keeper

Remember the key ideas so the group can review them near the end.

ROLE

Conclusion Guide

Near the end, ask what the group can conclude, including whether everyone agrees or some questions remain.

MOVE CARDS · deal 4 to each player

MOVE CARD

DIRECT LINK

"When you said ____, it made me think ____ because ____."

MOVE CARD

DIRECT LINK

"Your point about ____ connects to my idea that ____ because ____."

MOVE CARD

FACT LINK

"I noticed ____ when ____, which supports your point about ____."

MOVE CARD

FACT LINK

"One example I saw was ____, which relates to your point about ____."

MOVE CARD

KEY REVIEW

"One key point I heard from ____ was ____."

MOVE CARD

KEY REVIEW

"We heard ____ from ____ and ____ from ____."

MOVE CARD

DRAW CONCLUSION

"After hearing ____, my conclusion is ____ because ____."

MOVE CARD

DRAW CONCLUSION

"Our ideas and facts about ____ lead me to say ____, since ____."

Cards last longer on thick paper.

Point and Proof

RUNNING THE ROUNDS

Print two sets of MOVE cards for each group and run each round for exactly six minutes. If participation is uneven, invite a quieter player to share a point or fact without requiring anyone to use an unsuitable card. A valid ending may show full agreement, remaining differences, or an evidence-supported unchanged position.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	I think we should take out our notebooks first after recess.
Ben	When you said we should take out our notebooks first, it made me think we could start writing sooner because finding a notebook can take time.
Cam	I noticed our group had notebooks open before writing began on Tuesday, which supports your point about being ready sooner.
Ava	One key point I heard from Cam was that our group had notebooks open before writing began.
Ben	After hearing Cam's example from Tuesday, my conclusion is that taking out notebooks first could help us get ready because our group was prepared before writing began.

LISTEN FOR

- A reply that names a specific idea another player shared
- An observed or known fact connected to the idea under discussion
- An accurate review of key ideas, whether players agree or not
- A conclusion supported by the discussion, including an unchanged view or an unresolved question

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