LESSON MAKER PRO

Word Moves

Choose words that make your ideas clear.

GRADE 5 · 5.LF.15

5.LF.15 "Use grade-appropriate general academic and domain-specific words and phrases during presentations and discussion."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Use exact words for your ideas.
2. Explain a word if someone may not know it.
3. Play a MOVE card only when its starter fits what you say.
4. You may agree, differ, or keep your view. Do not pretend to change your mind.

HOW TO PLAY Teams of 3 or 4

1. Form a group of 3 or 4. Choose one TOPIC card and agree to stop after 7 minutes.
2. With four players, each person takes one ROLE card. With three, take the first three roles and all share the Word Tracker job.
3. Each player needs a separate copy of all eight MOVE cards. Shuffle your own set and deal yourself four cards.
4. Discuss the topic. Each person must use at least one suitable starter out loud, finish the thought, and play that card in the middle. Play more cards when they fit.
5. Stop at 7 minutes, even if cards remain. Then check your reflection statements.

AFTER THE ROUND Check what you did

- [ ] I used a precise school or topic word.
- [ ] I made a word's meaning clear when it was needed.
- [ ] I used a word in an example or a sentence.
- [ ] I described our ideas truthfully, even if my view stayed the same.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Class Book Shelf

How could you organize a class book shelf so students can find books easily?

TOPIC

Rainy Day Choices

How could your class organize indoor activities on a rainy day?

TOPIC

Recess Space

How could students organize a small outdoor space for different games?

ROLE CARDS · one per player

ROLE

Term Scout

Listen for a chance to use an exact school or topic word.

ROLE

Meaning Maker

Ask what a useful word means if its meaning is unclear.

ROLE

Example Spotter

Offer a real example that helps explain a word someone used.

ROLE

Word Tracker

Notice useful words and bring them back when the group sums up its ideas.

MOVE CARDS · deal 4 to each player

MOVE CARD

CHOOSE A TERM

"A precise word for my idea is ____."

MOVE CARD

CHOOSE A TERM

"Another exact word I can use is ____."

MOVE CARD

EXPLAIN A TERM

"By that word, I mean ____."

MOVE CARD

EXPLAIN A TERM

"To explain my term, I would say ____."

MOVE CARD

APPLY A TERM

"A real example that shows this word is ____."

MOVE CARD

APPLY A TERM

"I could use that word in a sentence: ____."

MOVE CARD

SUM UP IDEAS

"So far, we all agree that ____."

MOVE CARD

SUM UP IDEAS

"Our ideas so far can be summed up as ____."

Cards last longer on thick paper.

Word Moves

RUNNING THE ROUNDS

Copy the eight MOVE cards once for each player before cutting them apart. Run another 7-minute round with a new topic and fresh deals if time allows. If someone has spoken less, invite that student to use a suitable starter, but stop at the agreed time and leave unused cards unplayed.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	A precise word for my idea is genre.
Ben	By that word, I mean a type of book, such as mystery or fantasy.
Cy	A real example that shows this word is mysteries on one shelf and fantasy books on another.
Ava	Another exact word I can use is labels.
Ben	Our ideas so far can be summed up as sorting books by genre and labeling each shelf so students can find books more easily.

LISTEN FOR

- Precise academic or topic words used to express an idea
- Accurate explanations of words when meanings are unclear
- Examples or sentences that show how a word applies
- Summaries that use useful terms and represent the group's ideas honestly

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