LESSON MAKER PRO

Source Card Talk

Use a short source to shape a group discussion.

GRADE 6 · 6.CL.8

6.CL.8 "Participate in collaborative discussions using information from a source."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Point to details on your TOPIC card when you explain an idea.
2. Listen to an idea before you respond to it.
3. Play a MOVE card only when its starter fits what you truly want to say.
4. You may agree, disagree, or keep the same view. Do not make up a difference.

HOW TO PLAY Teams of 3 or 4

1. Form a group of three or four. Choose one TOPIC card and read its source together.
2. Each player takes one ROLE card. With three players, share the Wrap Reporter job.
3. Make two sets of the eight MOVE cards. Deal four cards to each player.
4. Set a timer for eight minutes. Discuss the question. When you use a card's starter, play it to the middle.
5. Stop when the timer rings, even if cards remain. Check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I used a detail from the TOPIC card to explain an idea.
- [ ] I listened for how someone else's idea fit the source.
- [ ] I asked about or explained a link between an idea and the source.
- [ ] I helped describe where our group actually stood at the end.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Choice Time

Source: In a sample class survey, 11 students prefer quiet reading and 9 prefer partner talk during a 20-minute choice period. How should the class plan that period?

TOPIC

Library Seats

Source: A sample library note says 12 seats are open at lunch, and about 18 students visit each day. How could the library plan for students who want a seat?

TOPIC

Museum Visit

Source: A sample trip plan allows 60 minutes in a museum with three exhibits that take about 20 minutes each. How should a group plan its visit?

ROLE CARDS · one per player

ROLE

Detail Detective

Find exact details on the TOPIC card that could help the group answer its question.

ROLE

Source Checker

Ask how a speaker's idea connects to a detail on the TOPIC card.

ROLE

Idea Linker

Connect classmates' ideas to each other and to the source.

ROLE

Wrap Reporter

Near the end, say where the group stands, including any agreement, different views, or questions left open.

MOVE CARDS · deal 4 to each player

MOVE CARD

SOURCE POINT

"The source detail that matters most to my idea is ____."

MOVE CARD

SOURCE POINT

"One detail on this card we haven't used yet is ____."

MOVE CARD

EVIDENCE CHECK

"Can you show how the source supports ____?"

MOVE CARD

EVIDENCE CHECK

"Which detail on the card helps explain ____?"

MOVE CARD

LINK IDEAS

"I can connect your idea to the source because ____."

MOVE CARD

LINK IDEAS

"That detail might also mean ____."

MOVE CARD

GROUP SNAPSHOT

"Based on the source, here's where our ideas stand: ____."

MOVE CARD

GROUP SNAPSHOT

"At the end, we agree on or still differ about ____."

Cards last longer on thick paper.

Source Card Talk

RUNNING THE ROUNDS

Run an eight-minute round with each TOPIC card, rotating roles and redealing MOVE cards between rounds. If one player speaks much more than others, invite a quieter player to share a source detail, but do not require anyone to use every card. A group may finish in full agreement, with different views, or with an unchanged position supported by the source.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	The source detail that matters most to my idea is that 11 students prefer quiet reading, so I suggest a quiet area.
Leo	One detail on this card we haven't used yet is that 9 students prefer partner talk, so I suggest a talk area too.
Nia	Can you show how the source supports having two areas?
Maya	That detail might also mean we should make two areas, one quiet and one for talk.
Nia	Based on the source, here's where our ideas stand: we all support two areas because the survey includes students who prefer each choice.

LISTEN FOR

- Students name accurate details from the TOPIC card.
- Students explain how a source detail supports an idea.
- Students ask classmates to connect ideas to the source.
- End-of-round summaries reflect actual agreement or differences without forcing either.

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