LESSON MAKER PRO

Story Detectives

Use story and poetry clues to build a discussion.

GRADE 6 · 6.CL.9

6.CL.9 "Participate in collaborative discussions about literary devices and elements found in prose and poetry."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Let each speaker finish.
2. Point to a word or event when you explain an idea.
3. Ask what a device or story element does, not just what it is.
4. You may agree, differ, or keep your view when the evidence supports it.

HOW TO PLAY Teams of 3 or 4

1. Form a group of 3 or 4. Pick one TOPIC card and agree to stop after 8 minutes.
2. Each take one ROLE card. With three players, share the View Keeper job.
3. Shuffle two sets of MOVE cards. Deal four to each player and set extra cards aside.
4. Discuss the topic. Play a card to the middle only when you genuinely use its starter.
5. Stop at 8 minutes, even if cards are left. Check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I named a device or story element in our story or poem.
- [ ] I used a word or event to support an idea.
- [ ] I explained or asked how a choice affected the reader or story.
- [ ] I listened to other views, whether or not my view changed.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Familiar Tale

Tell a familiar tale together, or make one up with a repeated event. How does the repetition shape suspense, and what event supports your view?

TOPIC

Rain Poem

Make up two lines about rain using a comparison. How does the comparison shape the mood, and which words create that effect?

TOPIC

Place and Choice

Together, tell a short made-up story set in a place you know. How does the setting shape a character's choice, and what event shows it?

ROLE CARDS · one per player

ROLE

Device Scout

Listen for a device or story element the group can name and discuss.

ROLE

Detail Finder

Listen for a word or event that supports each idea about the story or poem.

ROLE

Effect Seeker

Ask how a device or story element affects the reader or the story.

ROLE

View Keeper

Track where views agree or differ, including views that stay the same after discussion.

MOVE CARDS · deal 4 to each player

MOVE CARD

NAME IT

"A device or story element I notice is ____."

MOVE CARD

SPOT IT

"I think the group used ____ as a device or story element."

MOVE CARD

FIND EVIDENCE

"An exact word or event that shows it is ____."

MOVE CARD

POINT BACK

"The part that makes me say that is ____."

MOVE CARD

ASK EFFECT

"How does that device or element affect ____?"

MOVE CARD

EXPLAIN EFFECT

"It might make the reader think or feel ____."

MOVE CARD

SUM VIEWS

"Our views, including any differences, are ____."

MOVE CARD

STATE POSITION

"My view now, with a word or event to support it, is ____."

Cards last longer on thick paper.

Story Detectives

RUNNING THE ROUNDS

Print two sets of MOVE cards per group, then run an 8-minute round with one topic. For another round, choose a new topic and redeal; invite quieter players to speak, but do not require every card to be played or every view to change.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	A device or story element I notice is repetition in the wolf's visits to the pigs' houses.
Leo	An exact event that shows it is the wolf trying to blow down the straw house and then the stick house.
Nia	How does that device or element affect the suspense?
Maya	It might make the reader think or feel worried because the wolf keeps coming back.
Leo	Our views, including any differences, are alike: the repeated visits make us expect the wolf to try again.

LISTEN FOR

- Names a specific device or story element in the group's tale, story, or poem
- Points to a word or event as evidence
- Connects a device or element to suspense, mood, character, or reader response
- Summarizes agreement or unresolved differences without pressuring anyone to change a view

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