LESSON MAKER PRO

Present With Purpose

Build a short presentation for a real audience.

GRADE 9 · 9.DL.15

9.DL.15 "Create and deliver a collaborative presentation that is suitable in purpose and tone for its intended audience and occasion."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Give every group member a speaking part.
2. Use real examples and reasons, not made-up facts.
3. Match your words and tone to your audience and occasion.
4. Leave a MOVE card unused if it does not fit. You do not have to agree or change your mind.

HOW TO PLAY Teams of 3 or 4

1. Form a group of 3 or 4 and choose one TOPIC card.
2. Take one ROLE card each. With three players, all three share the fourth role.
3. Make two copies of the 8 MOVE cards. Shuffle them and deal 4 to each player.
4. Agree to stop after 8 minutes. Use 5 minutes to plan, 2 to present, and 1 to reflect. Play a MOVE card to the middle only when you truly use its starter.
5. Stop when the time ends, even if cards remain. Check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I helped make our words fit the audience and occasion.
- [ ] I helped make our purpose clear.
- [ ] I connected my speaking part to the presentation.
- [ ] I helped end honestly, whether we agreed, differed, or kept a view for a reason.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

First Week Welcome

Give a short welcome presentation to new ninth graders at orientation about ways to handle the first week of high school.

TOPIC

Fair Group Work

Give a short presentation to classmates at a class meeting about ways to divide group project work fairly.

TOPIC

Less Lunch Waste

Give a short presentation to families at a school showcase about ways to cut lunch waste without spending money.

ROLE CARDS · one per player

ROLE

Audience Scout

Check that the examples and word choices make sense for the listeners.

ROLE

Purpose Keeper

Keep the group's main message clear from the opening to the ending.

ROLE

Flow Builder

Help speakers put their parts in an order listeners can follow.

ROLE

Tone Checker

Check that each speaker's tone fits the occasion and that the ending states the group's views honestly.

MOVE CARDS · deal 4 to each player

MOVE CARD

NOTICE AUDIENCE

"At this event, you may be wondering ____."

MOVE CARD

SPEAK DIRECTLY

"Here is what matters to you: ____."

MOVE CARD

STATE GOAL

"Our goal today is to ____."

MOVE CARD

NAME TAKEAWAY

"By the end, you'll know ____."

MOVE CARD

START SEQUENCE

"First, consider ____."

MOVE CARD

LINK IDEAS

"That leads to ____."

MOVE CARD

GIVE EXAMPLE

"For example, ____."

MOVE CARD

CLOSE HONESTLY

"To wrap up, our main message is ____."

Cards last longer on thick paper.

Present With Purpose

RUNNING THE ROUNDS

For another round, rotate roles and choose a different topic. Give quieter students a clear speaking part, but do not require anyone to play every card. A strong ending may show full agreement, unresolved differences, or a view that stayed the same for a stated reason.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	At this event, you may be wondering how to feel ready for your first week of high school. Our goal today is to share two small steps you can try.
Jae	First, consider keeping your class schedule where you can find it quickly. For example, a paper copy in your bag can help when you need to check your next class.
Ana	That leads to another step: ask a specific question when you're unsure. You could ask a teacher, 'Where do I go for my next class?'
Leo	Here is what matters to you: you do not need to know everything on day one. By the end, you'll know two ways to take the next step.
Maya	To wrap up, our main message is that you can check your schedule and ask for help when you need it.

LISTEN FOR

- An opening that names a purpose suited to the audience and occasion
- Examples and word choices the intended listeners can use
- Speaking parts that connect into one presentation
- An ending that accurately states agreement or remaining differences, with reasons for any unchanged view

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