

Decision Deck

Build a fair plan together.

HIGH SCHOOL • SL.11-12.1b

CCSS.ELA-Literacy.SL.11-12.1b "Work with peers to promote civil, democratic discussions and decision-making, set clear goals and deadlines, and establish individual roles as needed."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak to ideas, not against people.

2 Use a move card only when it fits what you mean.

3 Let one person speak at a time.

4 Make decisions the whole group can explain.

HOW TO PLAY Teams of 3 or 4

1. Choose a TOPIC card and read its task aloud.
2. Take one ROLE card each. In a group of three, leave one card in the middle and share its job.
3. Shuffle two copies of the MOVE cards and deal four cards to each player.
4. Discuss the task. When you genuinely use a card's starter, place that card in the middle.
5. End when all dealt cards are in the middle. Record one decision, one goal, one deadline, and each person's job.

AFTER THE ROUND Check what you did

- ☐ I helped set a clear group goal.
- ☐ I made space for every group member's voice.
- ☐ I helped set a deadline.
- ☐ I accepted or took a specific responsibility.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Lunch Reset Choose one realistic change that could make lunch more welcoming, then make a plan to propose it to a school leader.	Study Support Choose one way students could help one another prepare for final exams, then make a two-week plan to start it.	School Spirit Choose one low-cost activity that could build school spirit, then make a plan to carry it out within two weeks.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Goal Guide Keep the group focused on the outcome it needs to decide and plan.	Clock Captain Track the deadline the group chooses and tell the group when it is time to move on.	Voice Scout Notice who has not spoken and invite that person into the discussion.	Plan Scribe Write the final decision, deadline, and each person's responsibility.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
SET GOAL “To finish this task, our group goal is to ____.”	AGREE GOAL “Before we decide, let's agree that our goal is to ____.”	INVITE VOICE “Before we decide, I want to hear from ____.”	CHECK MEANING “I hear ____ saying _____. Did I get that right?”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
SET DEADLINE “We need to finish ____ by ____.”	NAME DEADLINE “Let's set ____ as our deadline for ____.”	TAKE ROLE “I can take responsibility for ____ by ____.”	SHARE ROLE “Could ____ handle ____ by ____?”

Print one card sheet per team. Cards last longer on thick paper.

RUNNING THE ROUNDS

Use one topic card for each 6 to 8 minute round, then have groups record their decision and plan. Print two copies of the move cards per group so each student can receive four cards. If participation is uneven, have the Voice Scout pause the discussion and ask for an idea from a member who has spoken less.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	To finish this task, our group goal is to choose a quiet-table option for lunch and plan a proposal.
Eli	Before we decide, I want to hear from Jordan.
Jordan	I hear Maya saying a quiet-table option could help students who want a calmer lunch. Did I get that right?
Nia	We need to finish our proposal outline by Thursday.
Maya	I can take responsibility for drafting the proposal by Thursday.

LISTEN FOR

- A student names a shared outcome before the group moves ahead.
- Students invite quieter members to speak before deciding.
- Students set a specific deadline connected to the task.
- Students claim or assign clear responsibilities with due dates.

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