

Plan It Together

Use roles, goals, deadlines, and discussion rules.

GRADE 6 • SL.6.1b

CCSS.ELA-Literacy.SL.6.1b "Follow rules for collegial discussions, set specific goals and deadlines, and define individual roles as needed."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak one at a time.

2 Listen without interrupting.

3 Use a move card when it fits.

4 Do your role job.

HOW TO PLAY Teams of 3 or 4

1. Form a group of 3 or 4 and choose one Topic card.
2. Each player takes a different Role card and reads the job.
3. Shuffle enough Move cards, including repeats, and deal 4 cards to each player.
4. Discuss the topic. When you naturally use a card starter, say the whole sentence and place the card in the middle.
5. When every card is in the middle, check that your plan has a goal, a deadline, and jobs for everyone.

AFTER THE ROUND Check what you did

☐ I listened and waited for my turn to speak.

☐ I helped set a clear group goal.

☐ I helped name a deadline for our work.

☐ I did my role and helped divide jobs.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Kindness Week Plan one simple activity for a school kindness week. Set a goal, a deadline, and a job for each group member.	Library Display Plan a small library display that helps students choose books. Set a goal, a deadline, and a job for each group member.	Lunch Survey Plan a short survey about one school lunch idea. Set a goal, a deadline, and a job for each group member.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Goal Guard Make sure the group names one clear goal and checks that ideas match it.	Clock Captain Watch the time and help the group choose deadlines it can meet.	Turn Tracker Notice who has not spoken and help the group take turns.	Job Juggler Help the group name jobs and make sure each person has one.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
GOAL CHECK “Our goal is to ____.”	GOAL CHECK “By the end of this round, we will ____.”	DEADLINE PLAN “Let's have ____ done by ____.”	DEADLINE PLAN “Can we finish ____ before ____?”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
JOB CLAIM “My role is ____, so I will ____.”	JOB CLAIM “Who will ____ to help our group?”	TURN RULE “Let's hear from ____ before we decide.”	TURN RULE “One person speaks at a time. ____, what do you think?”

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

RUNNING THE ROUNDS

Run one round with each Topic card, rotating Role cards between rounds. Print or copy enough Move cards for every player to receive four, and if one student is playing most cards, ask the Turn Tracker to invite classmates before the group continues.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	Our goal is to agree on one kindness-week activity and list each person's job.
Ben	Let's hear from Carlos before we decide.
Carlos	Can we finish choosing the activity before 2:10?
Dina	My role is Clock Captain, so I will tell us when it is 2:10.
Ava	Who will write our job list to help our group?

LISTEN FOR

- Specific group goals stated aloud
- Deadlines connected to a task
- Students naming and carrying out roles
- Turn-taking language that invites quieter voices

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