

Build the Better Idea

Use collaboration moves to turn different views into a shared solution.

GRADE 12 • ELA.12.C.5

ELA.12.C.5 "Creating and Collaborating"

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak to ideas, not people.

2 Use a Move card only after you say its starter.

3 Respond to what someone else said.

4 Make space for every voice.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and read the group task aloud.
2. Each player takes one Role card. Shuffle enough copied Move cards to deal four to each player.
3. Discuss the task. Use your role job while you listen and speak.
4. When you genuinely use a card's starter, place that card in the middle.
5. Keep building one shared response until every dealt card is in the middle.

AFTER THE ROUND Check what you did

☐ I built on or clarified an idea with a specific response.

☐ I used an example from experience to support a suggestion.

☐ I connected different viewpoints into a stronger group idea.

☐ I helped the group move toward a shared decision.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Phone Policy Create a fair recommendation for phone use during class, passing time, and emergencies.	Senior Event Plan a senior event that is inclusive, enjoyable, and affordable. Decide what it should include and explain the tradeoffs.	Better Mornings Recommend one change that would make school mornings more productive for students and teachers.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Idea Scout Listen for useful suggestions and ask the group to make promising ideas more specific.	Bridge Builder Notice different viewpoints and help connect them into a stronger shared idea.	Summary Captain Pause when needed to state what the group agrees on and what still needs a decision.	Voice Keeper Track who has spoken and invite ideas from people who have had less airtime.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BUILD ON “I want to build on ____ because ...”	BUILD FURTHER “Adding to ____, I think ...”	CLARIFY IDEA “When you say ____, do you mean ...?”	USE EXPERIENCE “One example from our experience is ____, which suggests ...”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BRIDGE IDEAS “I see the value in ____, and I also think ...”	SYNTHESIZE GROUP “So far, we agree that ____, and we still need to decide ...”	SYNTHESIZE AGAIN “Our strongest shared idea is ____ because ...”	INVITE VOICE “____, what is your view on ...?”

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

RUNNING THE ROUNDS

Have each group choose one topic, assign roles, and deal four cards from a deck made by copying the eight Move cards as needed. Accept a played card only when the student's spoken contribution genuinely completes its starter and advances the group's task. If participation is uneven, have the Voice Keeper pause the discussion and invite a player who has not yet contributed.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	One example from our experience is students needing to contact family after practice, which suggests phone access should be available after school.
Noah	I want to build on Maya's point because a clear after-school rule would meet that need without interrupting class.
Ava	I see the value in keeping phones away during lessons, and I also think students need a quick way to reach the office in an emergency.
Liam	So far, we agree that phones should stay away during lessons, and we still need to decide what counts as an emergency.
Maya	Let's revise our idea to include a teacher-approved way to contact the office during class.

LISTEN FOR

- Builds directly on a peer's specific idea
- Asks clarifying questions before disagreeing
- Names tradeoffs and connects viewpoints
- Summarizes progress toward a shared decision

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