

Ready Set Collaborate

Prepare, contribute, and move the group forward.

GRADE 10 • 10.P.CP.1.a

10.P.CP.1.a "Arrive to group discussions and collaborative meetings prepared to be an active participant in the work. (I/C)"

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Prepare your notes before the talk begins.

2 Speak when your card fits the conversation.

3 Listen for ideas you can build on.

4 Make room for every player.

HOW TO PLAY Teams of 3 or 4

1. Choose a topic card. Before the meeting, jot one idea, one reason or example, and one question.
2. Take one role card each. Print two sets of move cards, shuffle them, and deal four to every player.
3. Read your role job and keep it in mind as the group begins.
4. When a move starter genuinely fits, say a complete thought and place that card in the middle.
5. Keep discussing until all dealt cards are played. Then complete the reflection.

AFTER THE ROUND Check what you did

☐ I prepared an idea, a reason or example, and a question.

☐ I used my preparation during the discussion.

☐ I listened and responded to another person's idea.

☐ I helped the group stay focused on its task.



TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Later Start Time Should your school begin 30 minutes later? Make a recommendation and support it with at least two reasons.	Fair Phone Plan What phone-use plan would be fair during class and passing time? Create a plan with clear rules.	Unused Room Your school has one unused room. What should it become, and what rules would make it useful to students?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Prep Scout Notice whether each player brings notes, and ask for a prepared idea if one is missing.	Task Pilot Keep the group focused on answering the topic card's question.	Link Builder Listen for connections between ideas and point them out.	Turn Keeper Notice who has not spoken and invite that player into the discussion.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
SHARE PREPARATION “One idea I prepared is ____.”	SHARE PREPARATION “Before we started, I wrote down ____.”	GIVE A REASON “This would work because ____.”	GIVE A REASON “An example I can bring is ____.”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BUILD AN IDEA “I want to add to ____'s idea by ____.”	BUILD AN IDEA “A connection I notice is ____.”	ASK A QUESTION “Could we also consider ____?”	ASK A QUESTION “Can you explain how ____?”

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

RUNNING THE ROUNDS

Give students two to three minutes to prepare their notes before each round, then circulate and listen for meaningful use of the starters rather than quick card disposal. If participation is uneven, have the Turn Keeper pause the discussion to invite a quieter player, and remind frequent speakers to build on an idea before adding another new one.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	One idea I prepared is that phones should be away during direct instruction.
Eli	I want to add to Maya's idea by allowing phones when a teacher asks us to use them.
Noor	Could we also consider what happens if a student needs to contact family?
Maya	An example I can bring is that a bus delay changed my pickup plan, so I needed to send a message.
Eli	A connection I notice is that an emergency exception could protect communication without interrupting lessons.

LISTEN FOR

- references to notes or ideas prepared before the meeting
- complete contributions supported with reasons or examples
- questions that move the group toward its task
- connections, invitations, and balanced turns

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