

Ready, Set, Contribute

Prepare an idea, then move the meeting forward.

GRADE 11 • 11.P.CP.1.a

11.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 one idea, one reason, and one question for each topic before the round.

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

3 Listen for ideas you can connect to your own preparation.

4 Make room for every player to speak and play cards.

HOW TO PLAY Teams of 3 or 4

1. Choose a Topic card and read the group task aloud.
2. Each player takes a different Role card. In a group of 3, set aside one role.
3. Use two copies of the Move cards. Deal 4 cards to each player.
4. Discuss the topic. When you genuinely use a card's starter, place that card in the middle.
5. When every dealt card is in the middle, state your group answer and complete the reflection.

AFTER THE ROUND Check what you did

☐ I arrived with an idea, a reason, and a question prepared.

☐ I used my preparation to make a useful contribution.

☐ I connected my prepared thinking to another person's idea.

☐ I helped the group stay focused on its task.



TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
AI Homework Rules What fair rules should your school use for AI tools on homework, and why?	Phone-Free Lunch Should your school create a phone-free lunch area, and what should its rules be?	Senior Privileges Plan What new privilege should seniors earn, and what responsibility should come with it?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Task Pilot Read the topic aloud, restate the group goal, and point out when the group drifts from it.	Prep Spotter Invite each member to share one prepared idea or note before the group chooses a direction.	Link Maker Ask speakers to connect a new idea to an idea the group has already shared.	Wrap Captain Track the group's emerging answer, its reasons, and one question the group still needs to settle.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
SHARE NOTES “I came prepared with ____.”	SHARE NOTES “My notes include ____ because ____.”	ADD SUPPORT “A relevant experience or observation is ____.”	ADD SUPPORT “A specific example that supports our idea is ____.”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
LINK IDEAS “I can connect ____ to ____ because ____.”	LINK IDEAS “Building on ____, I think ____.”	TRACK TASK “To answer the question, we still need to ____.”	TRACK TASK “Our next useful step is to ____.”

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

RUNNING THE ROUNDS

Post or distribute the topic cards before the activity so students can prepare notes in advance, then run each round until all dealt cards are played. Print two Move-card sets for each group, and set aside extra cards for groups of three. If participation is uneven, have the Prep Spotter invite a quiet player to share a prepared note before another player may use a second card.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	I came prepared with an idea that AI can help organize a study plan, but it should not create a final draft.
Mateo	A relevant experience or observation is that AI-made practice questions helped me review for a history test.
Jules	I can connect Mateo's example to Ava's concern because both allow study support without replacing student work.
Nia	My notes include a teacher-approved list of AI uses because students need clear boundaries.
Ava	To answer the question, we still need to decide how students would explain their AI use.

LISTEN FOR

- References to a prepared note, idea, reason, or question
- Relevant personal experiences or specific examples
- Clear connections between a prepared idea and a peer's contribution
- Comments that identify the task, a decision, or a next step

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