LESSON MAKER PRO

Shared Goal Shuffle

Use purposeful moves to build a plan your group can carry out.

GRADE 11 · 11.P.CP.1

11.P.CP.1 "Collaboration: Collaborate with others to accomplish shared goals and projects."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1 Work toward the final product named on the topic card.	**2** Play a move card only when your words genuinely move the work forward.
3 Listen for ideas you can question, connect, improve, or assign.	**4** Make room for every player to contribute.

HOW TO PLAY Teams of 3 or 4

1. Choose one topic card and read its task together.
2. Each player takes a different role card. With three players, leave one role aside.
3. Make enough copies of the move-card set for every player to receive four cards, then deal four cards to each player.
4. Discuss the task. When you use a card's starter naturally, place that card in the middle.
5. End the round when all cards are played and your group can present its completed plan or product.

AFTER THE ROUND Check what you did

- ☐ I used a sentence starter to move our shared work forward.
- ☐ I listened and responded to another person's idea.
- ☐ I helped the group make a plan or decision everyone understood.
- ☐ I completed my role and made room for others to contribute.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Launch Day Plan

Create a five-step plan for making the first day of a new student club welcoming, and assign each step to a team member.

TOPIC

Phone Policy

Write a fair three-point phone-use policy for independent work that your class could realistically follow, and explain why each point matters.

TOPIC

Service Sprint

Plan a one-week project that helps students feel more connected at school, including a goal, three actions, and who will do each action.

ROLE CARDS · one per player

ROLE

Goal Guard

Keep the group focused on the task, and name what the final product still needs.

ROLE

Bridge Builder

Notice links between ideas, and help the group combine suggestions that fit together.

ROLE

Airtime Ally

Track who has contributed, and invite a quieter group member to enter the discussion.

ROLE

Action Mapper

Record the group's agreed steps and who will handle each step.

MOVE CARDS · deal 4 to each player

MOVE CARD

BUILD IDEA

"I want to build on that by adding ____."

MOVE CARD

BUILD IDEA

"Another way to strengthen that plan is ____."

MOVE CARD

CLARIFY DETAIL

"Before we choose, can you explain how ____?"

MOVE CARD

CLARIFY DETAIL

"What would we need to make ____ work?"

MOVE CARD

LINK GOAL

"This connects to our goal because ____."

MOVE CARD

LINK GOAL

"Our plan will work better if we include ____."

MOVE CARD

ASSIGN ACTION

"I can take responsibility for ____."

MOVE CARD

ASSIGN ACTION

"Who can take responsibility for ____?"

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

ANSWER KEY

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RUNNING THE ROUNDS

For each group, print or duplicate enough move cards so every player receives four cards, and require a concrete final product before the round closes. After all cards reach the center, have the Action Mapper read the plan and assignments aloud. If a student has not contributed, the Airtime Ally pauses play and invites that student to use an unplayed card, then redistribute roles for the next round.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	Before we choose, can you explain how a welcome table would help a new club member?
Jordan	This connects to our goal because a welcome table gives new members a place to ask questions when they arrive.
Priya	I want to build on that by adding student guides who can walk new members to their first activity.
Eli	What would we need to make student guides work?
Maya	I can take responsibility for writing the first two steps, the welcome table and the student guides.

LISTEN FOR

- Students connect suggestions to the stated group goal
- Students ask questions that make an idea more workable
- Students combine ideas instead of simply taking turns
- Students name clear actions and shared responsibilities

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