

Idea Source Relay

Build writing ideas from knowledge, texts, and talk.

GRADE 11 • 11.P.EICC.4.c

11.P.EICC.4.c "Generate ideas for content by assessing prior knowledge, gathering information from texts, and engaging in discussions with others. (C)"

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Play a card only after you finish its starter with a real idea.

2 Let each person finish speaking.

3 Use class texts, reading notes, or remembered texts honestly.

4 Add, question, or connect, do not just repeat.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and read its question aloud.
2. Each player takes one Role card. Combine copied Move card sets and deal four Move cards to each player.
3. Take turns using one Move card starter to add a real idea.
4. After speaking, place that card in the middle and carry out your role job.
5. Keep talking until every dealt Move card is in the middle, then complete the reflection.

AFTER THE ROUND Check what you did

☐ I named something I already knew or had experienced.

☐ I connected an idea to information from a text or a text I should check.

☐ I identified information that our group still needs.

☐ I built on or considered another person's idea.


TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Phone-Free Lunch How could your group generate ideas for an editorial about whether lunch should be phone-free, using what you know, information from texts, and different student views?	Later School Start How could your group generate ideas for a proposal to start school later, using what you know, information from texts, and different student views?	AI in School How could your group generate ideas for a school blog post about students using AI tools, using what you know, information from texts, and different student views?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Fact Checker Separate what the group knows from what the group needs to confirm in a text.	Source Scout Notice when the group names a useful text, source type, or search question.	Link Maker Prompt the group to connect one person's idea to another person's idea.	View Finder Ask whose experience or concern is missing from the conversation.

MOVE CARDS · deal 4 to each player

MOVE CARD RECALL KNOWLEDGE “From what I already know, ____.”	MOVE CARD RECALL KNOWLEDGE “Based on my experience, ____.”	MOVE CARD GATHER TEXT “A text I have read gives us the idea that ____.”	MOVE CARD GATHER TEXT “To find out more, I would look in a text for ____.”
MOVE CARD IDENTIFY GAP “A useful source could answer ____.”	MOVE CARD IDENTIFY GAP “I still need information about ____.”	MOVE CARD EXTEND TALK “Building on ____'s idea, we could ____.”	MOVE CARD EXTEND TALK “Another perspective we should discuss is ____.”

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

RUNNING THE ROUNDS

For each new round, choose a new topic, reshuffle duplicated Move card sets, and rotate roles. If participation is uneven, pause the round and require the next card to come from a student who has spoken less, while role holders prompt specific contributions.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	From what I already know, students often feel rushed in the morning.
Devin	A text I have read gives us the idea that teen sleep schedules can shift later during adolescence.
Alina	I still need information about how later start times affect bus routes and after-school activities.
Noah	Building on Alina's idea, we could compare health benefits with schedule challenges in our proposal.
Maya	Another perspective we should discuss is students who work or care for family members after school.

LISTEN FOR

- Students distinguish prior knowledge from claims that need checking
- Students name specific information they could gather from texts
- Students connect a source idea to a possible writing angle
- Students extend classmates' ideas with questions or perspectives

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