

Ready Set Collaborate

Prepare, contribute, and move the group forward.

GRADE 12 • 12.P.CP.1.a

12.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 Write one relevant note before the discussion begins.

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

3 Respond to the group's ideas, not just your own.

4 Keep working until the group has a clear response.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and take one minute to write a relevant note or idea.
2. Take a Role card. Shuffle enough copies of the Move-card deck to deal four cards to each player.
3. Read the topic, then have each player share a prepared note.
4. When you naturally use a card's starter, place that Move card in the middle.
5. Build the group's response until every dealt Move card is in the middle.

AFTER THE ROUND Check what you did

- ☐ I arrived with a relevant note or idea.
- ☐ I used my preparation to move the task forward.
- ☐ I listened and built on a group member's point.
- ☐ I helped the group clarify a next step or response.



TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Phone Use Rule Recommend one fair phone-use rule for class time, and explain how it would work.	Senior Schedule Propose one change to the senior-year schedule that would make school more useful, and explain one tradeoff.	Shared Space Plan Propose one realistic improvement to a public space young people use, and explain why it matters.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Focus Pilot Keep the group focused on the Topic card, and name the next decision when the talk drifts.	Prep Scout Make sure each person shares a prepared note or idea before the group settles on an answer.	Link Builder Listen for related ideas and invite the group to connect them into one stronger plan.	Voice Coach Notice whose voice has not entered, and invite that person to contribute or ask a question.

MOVE CARDS · deal 4 to each player

MOVE CARD SHARE PREPARATION “Before we started, I noted ____.”	MOVE CARD SHARE PREPARATION “A detail from my preparation is ____.”	MOVE CARD BUILD TOGETHER “Building on ____’s point, ____.”	MOVE CARD BUILD TOGETHER “I can add ____ to that idea.”
MOVE CARD CLARIFY TASK “Can we clarify ____ before we decide?”	MOVE CARD CLARIFY TASK “Our group still needs to settle ____.”	MOVE CARD ADVANCE PLAN “One workable next step is ____.”	MOVE CARD ADVANCE PLAN “This could work because ____.”

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

RUNNING THE ROUNDS

For groups of three or four, print enough Move-card sets to deal four cards to each student, then collect and reshuffle cards between rounds. Require the one-minute preparation jot before each new Topic card. If participation is uneven, have the Voice Coach invite quieter members first and pause dominant speakers until each member has played at least one card.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	Before we started, I noted that our rule needs to address both learning uses and distractions.
Diego	Building on Maya's point, we should decide when a learning use is allowed.
Avery	Can we clarify whether emergency contact belongs in our rule before we decide?
Noor	One workable next step is to list situations our rule needs to cover.
Maya	This could work because we can check whether each situation has a fair response.

LISTEN FOR

- References to a prepared note, prior thinking, or relevant example
- Ideas that extend or refine another student's point
- Questions that clarify the group's decision or task
- Talk that moves toward a shared response or next step

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