LESSON MAKER PRO

Say It Clear

Build a clear group presentation, one move at a time.

GRADE 6 · 6.P.CP.2.a

6.P.CP.2.a "Communicate clearly to present ideas, information, and texts. (I/C)"

NAME _____ DATE _____

OUR GROUND RULES Read together first

1 Speak so every group member can hear you.	2 Play a card only after you say its starter aloud.
3 Finish each blank with a clear, relevant idea.	4 Listen, then build on or clarify an idea.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card for your group.
2. Each player takes a different Role card. In a group of three, return one Role card.
3. Use two copies of each Move card, shuffle them, and deal four cards to each player.
4. Take turns talking about the topic. Use one Move card naturally, then place it in the middle.
5. Keep taking turns until every dealt card is in the middle. Then check the reflection statements.

AFTER THE ROUND Check what you did

- ☐ I stated an idea in a clear, complete sentence.
- ☐ I added a specific detail or example.
- ☐ I asked or answered a question to make meaning clearer.
- ☐ I helped put our ideas in an order a listener could follow.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

First-Day Guide

How can your group give a clear first-day guide to a new student?

TOPIC

Recess Proposal

What change to recess would your group propose, and how can you present the idea clearly to the principal?

TOPIC

Lunch Club Invitation

How can your group present a new lunch club so classmates understand what it is and why they may join?

ROLE CARDS · one per player

ROLE

Clarity Coach

Notice unclear or incomplete ideas and ask the group to explain them more clearly.

ROLE

Order Owl

Help the group put ideas in an order that makes sense to a listener.

ROLE

Detail Detective

Listen for reasons or examples that support the group's main ideas.

ROLE

Listener Lens

Pretend you are the audience and say when you need a word or idea explained.

MOVE CARDS · deal 4 to each player

MOVE CARD

SHARE IDEA

"I think ____ because ____."

MOVE CARD

SHARE IDEA

"My main point is ____."

MOVE CARD

ADD DETAIL

"One detail that supports this is ____."

MOVE CARD

ADD DETAIL

"For example, ____."

MOVE CARD

CLARIFY MEANING

"Can you explain what you mean by ____?"

MOVE CARD

CLARIFY MEANING

"What I mean is ____."

MOVE CARD

ORGANIZE IDEAS

"First, ____; then, ____."

MOVE CARD

AUDIENCE CHECK

"Would our audience understand ____?"

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

Say It Clear

RUNNING THE ROUNDS

For each round, have groups choose one topic, assign different roles, and use two copies of the eight Move cards so every player receives four cards. Rotate roles and topics for later rounds. If one student is quiet or has fewer cards played, pause after a turn and have that student choose and use a card before the next player speaks.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	I think we should begin our guide with the office because new students may need help with schedules.
Jamal	One detail that supports this is that the office staff can answer questions about buses and classes.
Priya	Can you explain what you mean by begin our guide?
Mia	What I mean is that the office should be the first place we describe.
Leo	First, we describe the office; then, we explain the cafeteria and the bus area.

LISTEN FOR

- Clear main point followed by a relevant reason
- Specific detail or example that makes an idea understandable
- Clarifying question followed by a direct response
- Sequencing words that help an audience follow the ideas

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