

Ready, Set, Discuss

Use prepared ideas to move a group decision forward.

GRADE 9 • 9.P.CP.1.a

9.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 before you speak.

2 Keep your notes visible.

3 Say a starter before playing its card.

4 Let each person finish speaking.

HOW TO PLAY Teams of 3 or 4

1. Choose a Topic card. Write two ideas and one reason on your own for 2 minutes.
2. Each player takes one Role card and keeps that job for the round.
3. Print two copies of every Move card, shuffle all 16 cards, and deal 4 cards to each player.
4. Discuss the topic. When you honestly use a card's starter, place that card in the middle.
5. Continue until every dealt card is in the middle. Then complete the reflection.

AFTER THE ROUND Check what you did

☐ I wrote ideas before the discussion.

☐ I used a prepared note or reason when I spoke.

☐ I responded to another person's idea.

☐ I helped the group work toward an answer.



TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Phone-Free Lunch Should the school hold one phone-free lunch day each week? Make a group choice and support it with reasons.	Better Homework What one change to homework would best help ninth graders learn and stay healthy? Choose one change and explain why.	New Student Welcome What three actions could help a new ninth-grade student feel included during the first week of school? Create a plan together.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Note Scout Watch for prepared notes and ask the group to use an idea they wrote before the discussion.	Goal Guide Keep the group focused on answering the Topic card question.	Voice Mixer Notice who has not spoken and invite that person to share a prepared idea.	Idea Linker Point out when two ideas connect and restate the group's strongest thinking.

MOVE CARDS · deal 4 to each player

MOVE CARD USE NOTES "In my notes, I wrote that ____."	MOVE CARD USE NOTES "One idea I prepared was ____."	MOVE CARD GIVE REASON "I think that because ____."	MOVE CARD GIVE REASON "A reason this could work is ____."
MOVE CARD BUILD IDEA "I want to add to ____'s idea by saying ____."	MOVE CARD BUILD IDEA "That connects to ____ because ____."	MOVE CARD ASK CLEARLY "Can you explain what you mean by ____?"	MOVE CARD ASK CLEARLY "What makes you think ____?"

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

RUNNING THE ROUNDS

For groups of four, use all 16 cards. For groups of three, deal 12 cards and leave 4 cards out, then end the round when all dealt cards are played. If one student is carrying the discussion, pause after a card is played and have the Voice Mixer invite a quieter member to use a prepared note or card.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	One idea I prepared was that our group should support one phone-free lunch day because it could help students talk to classmates they do not usually talk to.
Luis	A reason this could work is that students would have a planned time to try something different, instead of giving up phones every day.
Ava	I want to add to Luis's idea by saying the school could offer table games that day.
Noah	Can you explain what you mean by table games?
Ava	In my notes, I wrote that tables could have cards or conversation prompts, so students would have an easy way to join in.

LISTEN FOR

- references to notes made before the discussion
- prepared claims followed by clear reasons
- questions that seek understanding before disagreement
- responses that build on a classmate's specific idea

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