LESSON MAKER PRO

# Idea Link Cards

*Listen, connect ideas, and speak clearly.*

**GRADE 3 · 3.CC.1**

**3.CC.1** "Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) on grade-appropriate topics and texts, building on others' ideas and expressing personal ideas clearly."

**NAME** _____ **DATE** _____

## OUR GROUND RULES Read together first

| | |
|---|---|
| **1** Let each person finish speaking. | **2** Listen closely so you can build on an idea. |
| **3** Play a card only when its words fit what you mean. | **4** You may agree, see things differently, or keep your view. |

## HOW TO PLAY Teams of 3 or 4

1. Pick one TOPIC card and read its question aloud.
2. Take one ROLE card each. With three players, share the job on the fourth card.
3. Shuffle the MOVE cards and deal four to each player.
4. Set a timer for 8 minutes and agree to stop when it rings. When you use a starter, place that card in the middle.
5. Stop when the timer rings, even if cards remain. Check the I statements.

## AFTER THE ROUND Check what you did

- ☐ I shared an idea clearly.
- ☐ I restated someone else's idea in my own words.
- ☐ I built on an idea someone else shared.
- ☐ I listened and helped the group understand its ideas.

Cut along the dashed lines

**TOPIC CARDS** · pick one per round

**TOPIC**

### Rainy Recess Plans

What could our class do indoors at recess so everyone has a way to join?

**TOPIC**

### Finding Class Books

How could we arrange our class books so classmates can find one they like?

**TOPIC**

### Classroom Work Spaces

How could our classroom make room for both quiet work and partner talk?

**ROLE CARDS** · one per player

**ROLE**

**Idea Spark**

Share an idea clearly and invite each person to share an idea.

**ROLE**

**Link Finder**

Listen for a chance to restate or build on someone else's idea.

**ROLE**

**Question Scout**

Ask for more detail when you want to understand an idea better.

**ROLE**

**Truth Tracker**

Notice what the group agrees on, what is still different, and which views people keep with a reason.

**MOVE CARDS** · deal 4 to each player

**MOVE CARD**

**SHARE IDEA**

"One idea I have is ____."

**MOVE CARD**

**RESTATE IDEA**

"I heard you say ____."

**MOVE CARD**

**CHECK MEANING**

"So your idea is ____."

**MOVE CARD**

**BUILD ON**

"I can add to that: ____."

**MOVE CARD**

**ADD MORE**

"Your idea makes me think ____."

**MOVE CARD**

**ASK MORE**

"Can you tell me more about ____?"

**MOVE CARD**

**SUM UP**

"Our ideas so far are ____."

**MOVE CARD**

**KEEP VIEW**

"I still think ____ because ____."

Cards last longer on thick paper.

# Idea Link Cards



## RUNNING THE ROUNDS

Print two copies of each MOVE card to make a 16-card deck, then shuffle and deal four cards per player. In a three-player group, leave one ROLE card unclaimed and have all three players share its job. Run rounds for the agreed 8 minutes, and treat unused cards as normal, especially when a starter does not fit the discussion. If one student speaks much more than others, prompt the group to invite another voice without requiring disagreement, compromise, or a changed opinion.

## WHAT A STRONG ROUND SOUNDS LIKE

| | |
|---|---|
| **Mia** | One idea I have is a drawing table for rainy recess. |
| **Ben** | So your idea is a place to draw when we stay inside. |
| **Ava** | I can add to that: we could put paper and markers by the table. |
| **Leo** | Can you tell me more about how everyone would get a turn? |
| **Mia** | Our ideas so far are a drawing table with supplies, and we still need a plan for turns. |

## LISTEN FOR

- Ideas stated clearly enough for others to respond
- Accurate restatements of a classmate's idea
- New ideas linked to something a classmate said
- Summaries that honestly name agreement or questions still open

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