LESSON MAKER PRO

Source Sleuth Cards

Listen, look, and tell what matters.

GRADE 3 · 3.CC.4

3.CC.4 "Retell, paraphrase, and explain the main ideas and supporting details of a text read aloud or information presented in diverse media and formats, including visually, quantitatively (e.g., charts and graphs), and orally."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Use only what you hear or see.
2. Ask the presenter to repeat or point to a clue if you need to.
3. You may agree, see things differently, or keep your idea.
4. Leave a card unplayed if it does not fit.

HOW TO PLAY Teams of 3 or 4

1. Pick one TOPIC card. Make the talk, picture, or chart it asks for.
2. Take one ROLE card each. With three players, all three share the fourth role, Source Scout.
3. Shuffle two sets of MOVE cards. Deal four cards to each player.
4. Take turns using starters to retell and explain what you heard or saw. Play a card in the middle only when you truly use it.
5. Stop after 7 minutes, even if cards remain. Check the I statements.

AFTER THE ROUND Check what you did

- [ ] I retold the main idea from a talk, picture, or chart.
- [ ] I explained a detail that helped show the main idea.
- [ ] I used my own words without changing the meaning.
- [ ] I checked what I heard or saw before I added an idea.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Teach a Game

Have one player explain a familiar game aloud, including its goal and two rules.

TOPIC

Picture Clues

Have one player draw a familiar activity with three visible clues, then explain what the picture shows.

TOPIC

Recess Choices

Each player chooses running, drawing, or playing a game for an extra recess. Make a tally chart and explain what it shows.

ROLE CARDS · one per player

ROLE

Idea Finder

Listen or look for the main idea.

ROLE

Detail Detective

Find details that help explain the main idea.

ROLE

Word Weaver

Help the group retell ideas in new words without changing their meaning.

ROLE

Source Scout

Check the talk, picture, or chart when the group is unsure.

MOVE CARDS · deal 4 to each player

MOVE CARD

MAIN IDEA

"The main idea I heard or saw is ____."

MOVE CARD

MAIN IDEA

"This is mostly about ____."

MOVE CARD

DETAIL LINK

"One detail that helps is ____."

MOVE CARD

DETAIL LINK

"The ____ helps show that because ____."

MOVE CARD

NEW WORDS

"In my own words, ____."

MOVE CARD

NEW WORDS

"Another way to say that is ____."

MOVE CARD

SOURCE CHECK

"I heard or saw ____, so I think ____."

MOVE CARD

SUM IT UP

"To sum up, our ideas are ____."

Cards last longer on thick paper.

Source Sleuth Cards

RUNNING THE ROUNDS

Print two sets of MOVE cards per group so four players can each receive four, and rotate presenters and roles in later rounds. Invite quieter players to share what they heard or saw, but stop at 7 minutes and allow unused cards, full agreement, unresolved differences, and evidence-supported unchanged views.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	In tag, one player is it and tries to tag someone. A tagged player becomes it. The goal is to avoid getting tagged.
Leo	The main idea I heard or saw is that players try not to get tagged.
Ana	One detail that helps is that a tagged player becomes it.
Leo	In my own words, the person who gets tagged is the next person to chase others.
Ana	To sum up, our ideas are that players avoid the chaser, and a tagged player becomes the new chaser.

LISTEN FOR

- A main idea that matches the talk, picture, or chart
- A specific detail linked to that main idea
- A retelling in new words that keeps the original meaning
- A check of the source rather than a guessed detail

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