LESSON MAKER PRO

Tell It Clearly

Put your ideas in order and help listeners understand.

GRADE 3 · 3.CC.6

3.CC.6 "Use appropriate language to report on a topic or text, or provide a narrative that organizes ideas chronologically using major points of information. Use appropriate facts and relevant, descriptive details..."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Use facts and details you know from your own experience.
2. Speak clearly and at a pace others can follow.
3. Listen until each speaker finishes.
4. You may agree, see things differently, or keep your own view.

HOW TO PLAY Teams of 3 or 4

1. Form a group of three or four. Choose one TOPIC card.
2. Each player takes one ROLE card. With three players, everyone shares the Clear Captain job.
3. Make two copies of the eight MOVE cards. Shuffle all 16 cards and deal four to each player. Set aside any extra cards.
4. Talk about your topic. When you truly use a card's starter, place that card in the middle. You may keep cards you cannot use.
5. Stop after eight minutes, even if cards remain. Then check the four reflection statements.

AFTER THE ROUND Check what you did

- [ ] I shared a main point about our topic.
- [ ] I put steps or events in an order listeners could follow.
- [ ] I used a fact or helpful detail I knew was true.
- [ ] I spoke clearly and at a pace others could follow.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Morning Routine

Tell how you get ready for school, in order, with main points and helpful details.

TOPIC

Classroom Cleanup

Explain how you clean up after a classroom activity, using main steps and helpful details.

TOPIC

A Game I Know

Explain how to play a game you know, using the main steps and details a new player would need.

ROLE CARDS · one per player

ROLE

Order Owl

Listen for the order of events and ask what happens next if a step is missing.

ROLE

Detail Detective

Listen for details that help others understand each main point.

ROLE

Fact Finder

Notice when a speaker shares something they know from experience instead of making a guess.

ROLE

Clear Captain

Speak at a pace others can follow and ask for a slower repeat when needed.

MOVE CARDS · deal 4 to each player

MOVE CARD

MAIN POINT

"The main point is ____."

MOVE CARD

MAIN POINT

"Another important part is ____."

MOVE CARD

PUT IN ORDER

"First, ____."

MOVE CARD

PUT IN ORDER

"After that, ____."

MOVE CARD

HELPFUL DETAIL

"One detail that matters is ____."

MOVE CARD

HELPFUL DETAIL

"For example, ____."

MOVE CARD

KNOWN FACT

"From my own experience, ____."

MOVE CARD

TRUE SUMMARY

"Our group has said ____."

Cards last longer on thick paper.

Tell It Clearly

RUNNING THE ROUNDS

Run an eight-minute round for each chosen topic, reshuffling both copies of the MOVE cards between rounds. Invite quieter students to share a main point or detail, but do not require anyone to play every card, disagree, or change a view.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	The main point is that I pack my bag before school.
Ben	First, I check that my folder is in my bag.
Mia	After that, I add my water bottle.
Ava	One detail that matters is closing the bottle lid so my papers stay dry.
Ben	Our group has said that getting a bag ready can include checking a folder, adding a water bottle, and closing its lid.

LISTEN FOR

- Main points that stay on the chosen topic
- Steps or events told in a clear order
- Accurate facts and details that help a listener understand
- Clear speech at an understandable pace

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