LESSON MAKER PRO

Story Echo Cards

Share experiences, listen closely, and build a group summary.

GRADE 3 · 3.CC

3.CC "Students participate and engage in collaborative discussions and paraphrase information provided in grade-level texts and presentations."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1 Share real examples from your own life.	**2** Listen without interrupting.
3 Restate someone's idea in your own words.	**4** You may agree, differ, or keep your view.

HOW TO PLAY Teams of 3 or 4

1. Pick one TOPIC card. Each player tells a short experience that fits the question.
2. Each player takes one ROLE card. With three players, everyone shares the Round Reporter job.
3. Make two sets of MOVE cards. Shuffle them and deal four cards to each player.
4. Agree to stop when an eight-minute timer rings. Play a MOVE card only when you really use its starter.
5. Stop when the timer rings, even if cards remain. Check the reflection statements that are true for you.

AFTER THE ROUND Check what you did

- ☐ I shared an experience with the group.
- ☐ I restated someone's idea in my own words.
- ☐ I used a detail from someone's story.
- ☐ I described our agreement or differences truthfully.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Joining a Game

What could help a new student join a recess game, based on experiences you each describe?

TOPIC

Sharing Supplies

What could help a group share supplies fairly, based on experiences you each describe?

TOPIC

Indoor Recess

What could make indoor recess fun for everyone, based on experiences you each describe?

ROLE CARDS · one per player

ROLE

Story Scout

Invite each player to tell a short, real example.

ROLE

Echo Expert

Listen for a chance to restate someone's idea in your own words.

ROLE

Detail Detective

Ask questions that help the group understand a player's example.

ROLE

Round Reporter

Notice what the group agrees on and what is still different, if anything.

MOVE CARDS · deal 4 to each player

MOVE CARD

SAY IT BACK

"I heard you say ____"

MOVE CARD

OWN WORDS

"In my own words, your point is ____"

MOVE CARD

ASK MORE

"Can you explain what you meant by ____?"

MOVE CARD

FIND DETAILS

"What happened when ____?"

MOVE CARD

USE THEIR STORY

"In your story, you said ____; that shows ____"

MOVE CARD

GIVE EVIDENCE

"My example is ____, which shows ____"

MOVE CARD

CONNECT STORIES

"Your story and mine both show ____"

MOVE CARD

SUM IT UP

"So far, we heard ____, and our ideas about it are ____"

Cards last longer on thick paper.

Story Echo Cards

RUNNING THE ROUNDS

For another round, rotate roles, choose a new topic, and reshuffle both sets of move cards. If participation is uneven, invite a quieter player to share an example, but do not require anyone to use an inapplicable card. An evidence-supported view may stay unchanged.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	Yesterday, I asked two kids playing tag if I could join. They told me the rules first, and then I played.
Leo	I heard you say asking first helped you learn how to join the game.
Ava	Can you explain what you meant by the rules?
Mia	They said the person who is 'it' tags someone gently. My example is asking to join tag, which shows that I learned the rules before playing.
Leo	So far, we heard that asking helped Mia learn the rules, and our ideas about it are not decided yet.

LISTEN FOR

- A player accurately restates another player's spoken example.
- Questions seek details before the group draws a conclusion.
- Players connect their ideas to details from the examples they heard.
- Summaries report agreement, differences, or an undecided question without inventing a change of mind.

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