LESSON MAKER PRO

Ideas in Motion

Use cards to listen, connect, and share.

GRADE 4 · 4.CC.1

4.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 before you add to an idea.
3. Use a real reason or example when you can.
4. You may agree, see things differently, or keep your view.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card. Read its question aloud.
2. Each player takes one ROLE card. With three players, share the Wrap Captain job.
3. Shuffle two copies of the eight MOVE cards. Deal four to each player.
4. Agree to an eight-minute round and start a timer. When you truly use a card's starter, put it in the middle.
5. Stop when the timer rings, even if cards are left. Check the reflection statements that are true for you.

AFTER THE ROUND Check what you did

- [ ] I shared an idea clearly.
- [ ] I listened and checked that I understood someone else's idea.
- [ ] I added to an idea someone shared.
- [ ] I helped describe our ideas without pretending we all agreed.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Rainy Day Break

What could our class do during an indoor break so people can join in, and why?

TOPIC

Reading Spot

How could we make a classroom reading spot comfortable and useful for different readers?

TOPIC

Welcome a Student

What could classmates do to help a new student feel welcome on the first day?

ROLE CARDS · one per player

ROLE

Idea Scout

Invite anyone who has not spoken to share an idea.

ROLE

Link Maker

Listen for ideas that connect, and point out the link.

ROLE

Echo Keeper

Check that the group understands what each speaker means.

ROLE

Wrap Captain

Before time runs out, invite the group to sum up its ideas, including any differences.

MOVE CARDS · deal 4 to each player

MOVE CARD

SHARE IDEA

"My idea is ____."

MOVE CARD

GIVE REASON

"I think ____ because I have noticed it works."

MOVE CARD

ADD ON

"To add to what you said, ____."

MOVE CARD

MAKE CONNECTION

"Your idea makes me think of ____."

MOVE CARD

SAY IT BACK

"I heard you say ____."

MOVE CARD

CHECK MEANING

"Do you mean ____?"

MOVE CARD

GATHER IDEAS

"Our ideas so far are ____."

MOVE CARD

SUM UP

"At this point, we agree or see things differently about ____."

Cards last longer on thick paper.

ANSWER KEY

Ideas in Motion

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RUNNING THE ROUNDS

Print two copies of the move cards for each group, then deal four cards to each player. Run eight-minute rounds with a new topic or new roles each time, and stop at the agreed time. If participation is uneven, prompt the Idea Scout to invite a quieter student in, but do not require anyone to play every card or change an evidence-supported view.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	My idea is to play a quiet drawing game during indoor break.
Leo	I heard you say we could play a drawing game that stays quiet.
Nia	Your idea makes me think of letting people draw alone or with a partner.
Omar	To add to what you said, people could choose whether to draw alone or with a partner each time.
Leo	Our ideas so far are a quiet drawing game and a choice about drawing alone or with a partner.

LISTEN FOR

- Students state their own ideas so others can understand them.
- Students restate a classmate's idea accurately or check its meaning.
- Students connect a new idea to something a classmate said.
- Students summarize agreement or differences without claiming a change of mind that did not happen.

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