LESSON MAKER PRO

Hear See Sum

Turn stories, sketches, and tallies into a clear summary.

GRADE 4 · 4.CC.3

4.CC.3 "Summarize major ideas and supportive evidence from text read aloud or information presented in diverse media and formats, including visually, quantitatively, and orally."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Share only things that really happened.
2. Listen to each person before you summarize.
3. Use a spoken detail, sketch, or tally to support an idea.
4. You may agree, keep different ideas, or keep your own view.

HOW TO PLAY Teams of 3 or 4

1. Pick one TOPIC card and set a 10-minute timer.
2. Take one ROLE card each. With three players, share the Idea Weaver job.
3. Use two copies of the eight MOVE cards. Deal four cards to each player.
4. Share real examples. Make one sketch and one tally. When you truly use a starter, play that card to the middle.
5. Stop when the timer ends, even if cards remain. Check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I listened for a main idea in what people said.
- [ ] I used a detail from a story, sketch, or tally as support.
- [ ] I summarized what people shared without adding made-up facts.
- [ ] I said what we agreed on or what ideas remained different, if either came up.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Getting Ready

How do we get ready for school? Share real examples, sketch one detail, and tally a step people mention.

TOPIC

Free Time

How do we spend free time? Share real examples, sketch one detail, and tally an activity people mention.

TOPIC

Keeping Track

How do we keep track of our things? Share real examples, sketch one detail, and tally a method people mention.

ROLE CARDS · one per player

ROLE

Voice Catcher

Invite each person to share a real example and listen for useful details.

ROLE

Sketch Spotter

Sketch one detail someone shares and point out what the sketch shows.

ROLE

Tally Keeper

Tally one step or activity people mention and explain what the count shows.

ROLE

Idea Weaver

Listen for a main idea and help the group support it with details.

MOVE CARDS · deal 4 to each player

MOVE CARD

MAIN IDEA

"The main idea I hear is ____."

MOVE CARD

MAIN IDEA

"One big idea from our examples is ____."

MOVE CARD

SUPPORT IT

"One detail that supports that is ____."

MOVE CARD

SUPPORT IT

"I know because ____."

MOVE CARD

SPOKEN DETAIL

"I heard someone say ____."

MOVE CARD

SKETCH CLUE

"Our sketch shows ____."

MOVE CARD

TALLY CLUE

"Our tally shows ____."

MOVE CARD

FAIR SUMMARY

"A fair summary of what we shared is ____."

Cards last longer on thick paper.

Hear See Sum

RUNNING THE ROUNDS

Print two sets of MOVE cards per group so four players can each receive four. Run each round for 10 minutes and stop at the timer, whether or not all cards were played. If one student speaks less, have the Voice Catcher invite an example, but do not require an inapplicable move or an invented disagreement.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I pack my bag at night. What do you do?
Leo	I pack mine in the morning and put my lunch in it. Our sketch shows my bag with a lunch box inside.
Nia	Our tally shows two people mentioned packing a bag.
Omar	The main idea I hear is that Maya and Leo pack their bags at different times. One detail that supports that is Maya packs at night and Leo packs in the morning.
Maya	A fair summary of what we shared is that Leo and I both pack a bag, but we do it at different times. The tally counts our two examples, and Leo's sketch shows what goes in his bag.

LISTEN FOR

- A main idea drawn from the group's spoken examples
- Accurate details from what classmates said
- A sketch or tally described without claiming it shows more than it does
- A fair summary that leaves room for agreement or different ideas

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