LESSON MAKER PRO

Hear It Together

Share short reports, then put classmates' ideas in your own words.

GRADE 4 · 4.CC

4.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. Use real experiences. Do not make up a classmate's words.
2. Let each speaker finish before you respond.
3. Check that you restated a classmate's idea correctly.
4. You may agree, see things differently, or keep your view.

HOW TO PLAY Teams of 3 or 4

1. Cut out two copies of the 8 MOVE cards. Choose a TOPIC card and agree to a 6-minute round.
2. Give each player one ROLE card. With three players, the Story Sharer also does the Time Guide job.
3. Shuffle the MOVE cards and deal four to each player. Set aside any extras.
4. Each person gives a short spoken report about the topic. Listen and talk together. Play a MOVE card only when you truly use its starter.
5. Stop when the 6 minutes end, even if cards remain. Say what you heard, including any agreement or differences, then check the reflection statements that are true for you.

AFTER THE ROUND Check what you did

- [ ] I gave a short spoken report from my experience.
- [ ] I listened while a classmate shared information.
- [ ] I restated a classmate's idea in my own words.
- [ ] I helped put the ideas we heard together without making up agreement or differences.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Starting Group Work

What has helped you start a group task? Each person share a short example, then put the ideas you heard together.

TOPIC

Learning a Game

What has helped you learn a new game? Each person share a short example, then put the ideas you heard together.

TOPIC

Choosing a Book

How have you chosen a book to read? Each person share a short example, then put the ideas you heard together.

ROLE CARDS · one per player

ROLE

Story Sharer

Make sure each person gives a short report from experience.

ROLE

Echo Checker

Listen for restatements and help speakers check that their ideas were heard correctly.

ROLE

Idea Weaver

Notice ideas that match, ideas that differ, and ideas the group is still thinking about.

ROLE

Time Guide

Watch the timer and invite anyone who has not had a turn to speak.

MOVE CARDS · deal 4 to each player

MOVE CARD

SAY IT BACK

"In my words, you said ____."

MOVE CARD

MAIN IDEA

"I heard your main idea as ____."

MOVE CARD

CHECK MEANING

"Did I get it right that ____?"

MOVE CARD

ASK MORE

"Can you explain what you meant by ____?"

MOVE CARD

ADD EXAMPLE

"My example adds ____."

MOVE CARD

INVITE IDEAS

"What have you noticed about ____?"

MOVE CARD

SUM UP

"So far, I heard ____."

MOVE CARD

PUT TOGETHER

"Putting our examples together, ____."

Cards last longer on thick paper.

Hear It Together

RUNNING THE ROUNDS

Print two copies of the move set for each group so four players can each receive four cards. Run a 6-minute round, then rotate roles and choose a new topic for another round. If participation is uneven, prompt quieter students to share a brief report, but do not require anyone to play an inapplicable card or change a supported view.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	When my group started a poster, we chose jobs first. That helped us begin quickly.
Leo	Did I get it right that choosing jobs helped your group begin quickly?
Mia	Yes, that is what I meant. What helped your group, Leo?
Leo	Someone read the directions aloud before we started. Then I knew what to do.
Ava	Putting our examples together, Mia chose jobs and Leo heard the directions. Both examples gave the group a clear first step.

LISTEN FOR

- Brief spoken reports with information classmates can restate
- Accurate paraphrases in students' own words
- Checks that a speaker's meaning was understood
- Summaries that reflect the examples heard, without invented differences or agreement

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