LESSON MAKER PRO

Write Together Cards

Make and share a document with your team.

GRADE 4 · 4.W.4.b

4.W.4.b "Use technology to interact and collaborate with others to produce and publish legible documents."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Use your group's shared document and class space.
2. Take turns adding words or comments in the document.
3. Play a move card only when you use its starter and do what it says.
4. You may agree, differ, or keep your idea. Use the document to explain.

HOW TO PLAY Teams of 3 or 4

1. Pick one TOPIC card and open a shared document.
2. Take one ROLE card each. With three players, take the first three roles and all share the Share Scout job.
3. Mix two copies of the MOVE cards. Deal four to each player, then set a 12-minute timer.
4. Work together in the document. When you truly use a starter, put that card in the middle. Share the document in your class space if it is ready.
5. When the timer ends, stop. Leave unused cards unplayed and check your reflection statements.

AFTER THE ROUND Check what you did

- [ ] I added words or a comment to our shared document.
- [ ] I used the document to respond to a teammate's idea.
- [ ] I helped make our document easy to read.
- [ ] I helped share our document, or I can name what still needs work.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Rainy Day Choices

Make a short guide to indoor recess games. What could classmates play, and how?

TOPIC

New Student Guide

Make a short guide to help a new student start the school day. What would be useful to know?

TOPIC

Supply Spot Plan

Make a short plan for keeping shared classroom supplies easy to find and use. What should classmates do?

ROLE CARDS · one per player

ROLE

Turn Keeper

Make sure each teammate gets a turn to add words or comments in the shared document.

ROLE

Comment Connector

Watch for comments in the document and invite teammates to respond to them.

ROLE

Readability Detective

Check that the document's words, headings, and spacing are easy to read.

ROLE

Share Scout

Check that the document is ready and share it in the class space before time ends.

MOVE CARDS · deal 4 to each player

MOVE CARD

ADD WORDS

"Let's put ____ in our shared document."

MOVE CARD

ADD WORDS

"I'll add ____ under our heading."

MOVE CARD

ASK ONLINE

"Could you leave a comment about ____ in our document?"

MOVE CARD

USE COMMENT

"I saw your comment about ____; I can add to that."

MOVE CARD

CLEARER WORDS

"Let's change ____ so readers understand it."

MOVE CARD

EASY READING

"Let's make ____ easier to read with a heading or spacing."

MOVE CARD

SUM UP

"Our document shows ____ so far."

MOVE CARD

SHARE CHECK

"Before we share in our class space, let's check ____."

Cards last longer on thick paper.

Write Together Cards

RUNNING THE ROUNDS

Print two copies of the move cards per group so four players can each receive four. Run 12-minute rounds, then stop even if cards remain; an unused card does not count against a student. If participation is uneven, prompt the Turn Keeper to offer the next document turn to someone who has not added words or a comment.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	Let's put a drawing game in our shared document.
Ben	Could you leave a comment about the game's directions in our document?
Cleo	I left a comment: Each player draws one line, then passes the paper.
Dion	I saw your comment about passing the paper; I can add to that. I added the step to our document.
Ava	Our document shows a drawing game with directions so far. I posted it in our class space.

LISTEN FOR

- Students add or revise text in the shared document, not just discuss ideas aloud.
- Students use document comments to ask for and respond to teammates' input.
- Students check headings, spacing, and wording for classmates who will read the document.
- Students share a readable document in the class space when it is ready.

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