LESSON MAKER PRO

Idea Link Cards

Build a discussion, one thoughtful move at a time.

GRADE 5 · 5.CC.1

5.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. Listen without interrupting.
2. Restate others' ideas fairly.
3. Give reasons for your own ideas.
4. You may agree, see things differently, or keep your view.

HOW TO PLAY Teams of 3 or 4

1. Choose a TOPIC card and set an 8-minute timer.
2. Each player takes one ROLE card. With three players, everyone shares the Wrap Captain job.
3. Use two copies of each MOVE card. Shuffle them and deal four to each player.
4. When a starter fits what you truly want to say, use it and place that card in the middle.
5. At 8 minutes, stop, even if cards are unused. Say where your group stands, then check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I listened without interrupting.
- [ ] I restated someone's idea fairly.
- [ ] I connected my idea to someone else's and gave a reason for my view.
- [ ] I described where we ended, whether we agreed, differed, or kept our views.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Welcoming Recess

How could our class make recess more welcoming for students who like different activities?

TOPIC

Group Project Plans

How can a group make sure everyone has a useful part in a class project?

TOPIC

Reading Time Choices

What could make independent reading time work better for different readers?

ROLE CARDS · one per player

ROLE

Echo Expert

Check that the group understands a speaker's idea before moving on.

ROLE

Link Builder

Watch for chances to connect a new idea to one already shared.

ROLE

Voice Scout

Invite someone who has not spoken recently to share an idea.

ROLE

Wrap Captain

Help the group state its ideas accurately when time ends.

MOVE CARDS · deal 4 to each player

MOVE CARD

SHARE IDEA

"I think ____ because ____."

MOVE CARD

OFFER OPTION

"One idea I have is ____, since ____."

MOVE CARD

CHECK MEANING

"So you mean ____, right?"

MOVE CARD

RESTATE IDEA

"I heard you say ____; did I get that right?"

MOVE CARD

ADD ON

"Adding to ____'s idea, we could ____."

MOVE CARD

MAKE CONNECTION

"That connects to ____'s point because ____."

MOVE CARD

GIVE EXAMPLE

"For example, I noticed ____."

MOVE CARD

SUM UP

"Our ideas so far are ____."

Cards last longer on thick paper.

Idea Link Cards

RUNNING THE ROUNDS

Print two copies of each move card per group. For another round, change topics and rotate roles. If participation is uneven, prompt the Voice Scout to invite a quieter student, but do not require every card to be played or anyone's opinion to change.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I think we could set aside a quiet game area because some kids want a break from running.
Ben	So you mean we could have a place for calmer games, right?
Cora	Adding to Maya's idea, we could put sidewalk chalk there for drawing games.
Dev	For example, I noticed some kids drawing with chalk instead of playing tag last week.
Maya	Our ideas so far are a quiet area and chalk games; we have not chosen which to try.

LISTEN FOR

- Accurate restatements that give speakers a chance to clarify
- New ideas linked to a specific idea already shared
- Personal ideas supported by reasons or relevant experience
- An accurate wrap-up that does not invent agreement or disagreement

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