LESSON MAKER PRO

Show Your Idea

Plan a short presentation with pictures and motion.

GRADE 5 · 5.CC.5

5.CC.5 "Create engaging presentations that include multimedia components and visual displays when appropriate to enhance the development of main ideas or themes."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Keep your presentation focused on one main idea.
2. Use a MOVE card only when its starter fits what you really think.
3. Explain how each picture or moving image helps your audience.
4. You may agree, still disagree, or keep your own view.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card. Plan a presentation that lasts no more than 45 seconds.
2. Each player takes one ROLE card. With three players, leave Link Checker faceup and share that job.
3. Make two copies of each MOVE card. Shuffle them and deal four to each player.
4. For nine minutes, plan your words, draw a labeled display, and decide if a three-page paper flipbook would make your idea clearer. Play a MOVE card when you genuinely use its starter.
5. At minute nine, give your presentation. Stop at minute ten, even if cards remain. Check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I helped keep our presentation focused on one main idea.
- [ ] I can explain how our display helped the audience.
- [ ] I checked whether motion added useful information.
- [ ] I can say where we agreed or still differed without pretending my view changed.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Welcome a Student

How could you show one way to help a new student feel welcome on their first day?

TOPIC

Find Our Supplies

How could you show one way to make shared classroom supplies easier to find?

TOPIC

Care for Books

How could you show one way our class can keep its books in good condition?

ROLE CARDS · one per player

ROLE

Idea Keeper

Watch that the words, display, and flipbook all support one main idea.

ROLE

Display Designer

Help make a labeled drawing the audience can understand quickly.

ROLE

Motion Tester

Test whether a three-page flipbook would show something the drawing cannot.

ROLE

Link Checker

Ask how each part helps the audience understand the main idea.

MOVE CARDS · deal 4 to each player

MOVE CARD

NAME IDEA

"Our main idea is ____."

MOVE CARD

FOCUS IDEA

"The one thing we want our audience to remember is ____."

MOVE CARD

CHOOSE DISPLAY

"A labeled drawing would make our idea clearer by ____."

MOVE CARD

CHECK DISPLAY

"Our display should show ____ so the audience can understand our idea."

MOVE CARD

ADD MOTION

"A three-page flipbook would show a change by ____."

MOVE CARD

TEST MOTION

"Animation would or would not help here because ____."

MOVE CARD

SUM UP

"Our plan reflects where we agree or still differ: ____."

MOVE CARD

SUPPORT VIEW

"The evidence that supports my current view is ____."

Cards last longer on thick paper.

ANSWER KEY

Show Your Idea

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RUNNING THE ROUNDS

Cut two copies of each MOVE card so four players can each receive four. Run each round for exactly ten minutes, with the presentation beginning at minute nine. Unused cards are fine; if one student speaks less, invite that student to explain a display choice or present part of the plan without requiring a card play.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	Our main idea is that a simple arrival plan can help a new student join our class.
Leo	A labeled drawing would make our idea clearer by showing where the new student can go first.
Nia	A three-page flipbook would show a change by showing a wave, a walk to a table, and a seat with classmates.
Maya	Our plan reflects where we agree or still differ: we agree that the drawing and flipbook explain different parts of the arrival plan.
Leo	The evidence that supports my current view is our labeled drawing, which shows where to go, so I still think it should come first.

LISTEN FOR

- One clear main idea connects the spoken words and display.
- Students explain what the labels help the audience understand.
- Students identify a change the flipbook shows, or explain why motion would not help.
- Summaries report actual agreement or differences without forcing a change of view.

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