LESSON MAKER PRO

Build the Conversation

Use what you hear to move a group discussion forward.

GRADE 6 · 6.CC.1

6.CC.1 "Engage effectively in a range of collaborative discussions (e.g., one-on-one, in groups, and teacher-led) on grade appropriate topics, texts, and issues, building on others' ideas and expressing personal ideas clearly."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Let each speaker finish before you respond.
2. Listen for ideas you can build on or ask about.
3. Play a MOVE card only when its starter fits what you truly say.
4. You may agree, disagree, or leave a question open.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card and read its question aloud.
2. Take one ROLE card each. With three players, take the first three roles and each do the fourth job once.
3. Make two copies of each MOVE card. Shuffle all 16 cards and deal four to each player.
4. Set a timer for 8 minutes. Discuss the topic, use your starters when they fit, and play used cards in the middle.
5. Stop when the timer rings, even if cards are unused. Then check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I listened to understand someone else's idea.
- [ ] I built on an idea or asked a question about it.
- [ ] I shared an idea clearly and gave a reason or example.
- [ ] I can explain why my view changed or stayed the same.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Extra Class Time

How should your class use 15 extra minutes during a school day, and why?

TOPIC

Missed Project Day

What could a group do when one member misses a day of a shared project?

TOPIC

Busy Hallway

How could students make a busy hallway easier for everyone to use?

ROLE CARDS · one per player

ROLE

Idea Opener

Start the discussion with a clear idea and a reason.

ROLE

Link Finder

Listen for a chance to build on someone else's idea.

ROLE

Voice Scout

Invite someone who has not had a chance to speak yet.

ROLE

Thread Tracker

Notice shared ideas and open questions, and name them if there is time.

MOVE CARDS · deal 4 to each player

MOVE CARD

SHARE AN IDEA

"I think ____ because ____."

MOVE CARD

BUILD ON IT

"Your idea makes me think ____."

MOVE CARD

ADD A DETAIL

"I want to add to that idea: ____."

MOVE CARD

GIVE A REASON

"One reason for my idea is ____."

MOVE CARD

GIVE AN EXAMPLE

"An example from my experience is ____."

MOVE CARD

CHECK MEANING

"Did you mean ____?"

MOVE CARD

INVITE A VOICE

"What do you think about ____?"

MOVE CARD

SUM UP

"So far, I heard these ideas: ____."

Cards last longer on thick paper.

ANSWER KEY

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RUNNING THE ROUNDS

Run 8-minute rounds, changing the topic and roles between rounds. If participation is uneven, prompt the Voice Scout to invite a quieter student, but allow that student to pass. Do not require every card to be played or every group to reach agreement.

WHAT A STRONG ROUND SOUNDS LIKE

Ana	I think we should use the extra 15 minutes to read books we choose because everyone could find something they like.
Bo	Your idea makes me think we could talk with a partner about our books afterward.
Cy	Did you mean we should talk for the whole 15 minutes?
Bo	No, I mean reading for 10 minutes and talking for 5. One reason for my idea is that we would get quiet time and still share what we read.
Ana	So far, I heard these ideas: reading for 10 minutes and sharing for 5. I agree with that plan.

LISTEN FOR

- A response that connects to a specific idea another student shared
- A clear personal idea supported by a reason or experience
- A question that checks meaning before the student responds
- A recap that accurately names ideas without forcing agreement

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