LESSON MAKER PRO

Draft Deck

Play cards to build and improve a piece of writing.

GRADE 6 · 6.W.4

6.W.4 "Apply the writing process to all formal writing including but not limited to argumentative, informative, and narrative. Plan and develop, draft, and revise writing using appropriate reference materials. Rewrite, try a new approach..."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Talk about the writing, not the writer.
2. Use details you know, and check facts when needed.
3. You may agree, leave a question open, or keep an idea for a clear reason.
4. Play a card only when its move helps your writing.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card. Each player takes one ROLE card. With three players, share the unused role.
2. Make two copies of the eight MOVE cards. Shuffle all 16, deal four to each player, and set aside extra cards.
3. Set a 15-minute timer. Plan and write one short piece together.
4. Finish a MOVE card's starter and use that idea to plan, draft, revise, or edit. Then play the card. Use a shared document to comment and publish if one is available. If not, write on paper and plan a later digital share.
5. Stop when the timer ends. Leave unused or unhelpful cards unplayed.

AFTER THE ROUND Check what you did

- [ ] I helped plan for our reader or choose a useful detail.
- [ ] I helped write part of the draft.
- [ ] I suggested a revision or gave a reason to keep part of the draft.
- [ ] I helped check a reference, edit, or prepare the writing to share.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Quiet Reading

Write a short argument for or against five minutes of quiet reading at the start of ELA, using a reason from your experience.

TOPIC

Next Class

Write a short guide for a new student on how to get ready for the next class.

TOPIC

School Mix-Up

Write a short story about a school-day mix-up and how it gets resolved.

ROLE CARDS · one per player

ROLE

Reader Scout

Watch for whether the writing gives its reader what they need.

ROLE

Detail Builder

Watch for useful details that belong in the draft.

ROLE

Clarity Coach

Watch for places the group could make clearer or keep for a good reason.

ROLE

Check Captain

Watch for facts or words to check, and help prepare comments and the final copy.

MOVE CARDS · deal 4 to each player

MOVE CARD

PLAN READER

"Our reader needs to know ____."

MOVE CARD

PLAN DETAILS

"From our own experience, we could include ____."

MOVE CARD

DRAFT OPENING

"Let's start by writing ____."

MOVE CARD

ADD DETAIL

"A detail that makes this clearer is ____."

MOVE CARD

REVISE CHOICE

"I would ____ because ____."

MOVE CARD

SUM UP DRAFT

"So far, our draft says ____; a point still open, if any, is ____."

MOVE CARD

CHECK REFERENCE

"Let's check a dictionary or our class notes to confirm ____."

MOVE CARD

EDIT SHARE

"Before we share our final copy, let's check ____."

Cards last longer on thick paper.

Draft Deck

RUNNING THE ROUNDS

Provide two printed sets of MOVE cards per group so each player can receive four. Run 15-minute rounds, then let groups continue editing and sharing digitally if needed. Do not require every player to use every card. An unused card, full agreement, an open question, or a well-supported decision to keep the wording is acceptable.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	Our reader needs to know how to get ready for the next class without rushing.
Leo	From our own experience, we could include checking the schedule and packing the right notebook.
Nia	Let's start by writing, 'Check your schedule before you pack your bag.'
Maya	A detail that makes this clearer is putting the notebook where you can reach it.
Leo	I would keep the first sentence because it names the first step clearly.

LISTEN FOR

- Planning that names the reader and chooses fitting details
- Drafted sentences that carry out the topic card's writing task
- Revisions or decisions to keep text supported by a clear reason
- Reference checks, edits, and comments that improve the copy to be shared

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