LESSON MAKER PRO

Ideas in Motion

Build a discussion one useful move at a time.

HIGH SCHOOL · 9-10.CC.1

9-10.CC.1 "Initiate and participate effectively in a range of collaborative discussions on grade-appropriate topics, texts, and issues, building on others' ideas and expressing personal ideas clearly and persuasively."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Let others finish and make room for every voice.
2. Connect your ideas to what someone actually said.
3. Support your views with reasons or examples.
4. Agree or disagree honestly. You do not have to change your mind.

HOW TO PLAY Teams of 3 or 4

1. Choose one topic card and set an eight-minute timer.
2. Each person takes a different role card. With three players, share the Mapmaker job.
3. Shuffle two copies of the eight move cards. Deal four to each player and set any extras aside.
4. Discuss the topic. When a starter genuinely fits what you want to say, use it and play the card to the middle. You may speak without playing a card.
5. Stop talking when the timer rings, even if cards remain. Check only the reflection statements that are true for you.

AFTER THE ROUND Check what you did

- [ ] I shared an idea clearly.
- [ ] I built on something another person said.
- [ ] I supported a view with a reason or example.
- [ ] I listened closely enough to describe a view besides my own.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Fair Group Projects

What change would make school group projects fairer, and why?

TOPIC

A New Break

If your school added a 20-minute break, how should students be able to use it, and why?

TOPIC

Better Class Discussions

What practice would make class discussions more useful for students, and why?

ROLE CARDS · one per player

ROLE

Conversation Starter

Start with the topic question and invite someone else to add an idea.

ROLE

Idea Linker

Listen for chances to connect a new point to one already shared.

ROLE

Reason Finder

Ask for a reason or example when a point needs support.

ROLE

Mapmaker

Keep track of the group's views and, before time ends, sum up agreements, open questions, and any views people still hold.

MOVE CARDS · deal 4 to each player

MOVE CARD

OPEN IDEA

"One idea we could consider is ____."

MOVE CARD

BUILD ON

"Building on what you said about ____, I think ____."

MOVE CARD

EXTEND IDEA

"Your point about ____ makes me wonder if ____."

MOVE CARD

GIVE REASON

"A reason for that is ____."

MOVE CARD

OFFER EXAMPLE

"For example, ____, which shows ____."

MOVE CARD

ASK HOW

"Can you explain how ____ would work?"

MOVE CARD

STATE VIEW

"My view is ____ because ____."

MOVE CARD

MAP VIEWS

"So far, I hear ____."

Cards last longer on thick paper.

Ideas in Motion

RUNNING THE ROUNDS

Run another eight-minute round with a new topic if time allows, and rotate roles between rounds. If one student dominates, prompt the Conversation Starter to invite another voice; if a student has unused cards, do not require the student to play them.

WHAT A STRONG ROUND SOUNDS LIKE

Avery	One idea we could consider is a weekly check-in where each person reports their progress.
June	A reason for that is that, in a group project I did, we did not learn a task was missing until the due date.
Mateo	Building on what you said about missing tasks, I think a check-in could give the group time to adjust its plan.
June	Can you explain how a check-in would work for a student who was absent?
Avery	So far, I hear support for check-ins, but we have not resolved what to do when someone is absent.

LISTEN FOR

- Ideas that respond to a specific point made by a peer
- Clear views supported by relevant reasons or examples
- Questions that help the group examine an idea
- Accurate summaries of agreement, open questions, or unchanged views

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