LESSON MAKER PRO

Draft, Comment, Share

Build a class post together

GRADE 5 · C.5.4

C.5.4 "With limited guidance and support from adults, use digital resources to create and publish products as well as to interact and collaborate with others."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Use only your class-approved digital spaces.
2. Keep names and private details out of the post.
3. Play a card only when you really use its starter and do its move.
4. You may agree, disagree, or keep your view for a reason.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card. Open a shared document and your class sharing space.
2. Each take one ROLE card. With three players, the Comment Captain also does the Share Checker's job.
3. Shuffle two copies of the eight MOVE cards. Deal four to each player and set a 15-minute timer.
4. Create the post together. Use comments and edits. Say or type a starter, do its move, then play the card. Post a safe version before time ends if it is ready.
5. At 15 minutes, stop. Leave unused cards unplayed. Note what you agree on, any differences, and any view someone kept for a reason.

AFTER THE ROUND Check what you did

- [ ] I helped create or improve a shared digital draft.
- [ ] I used a document comment to ask or answer a question.
- [ ] I helped check or share our post in the class space.
- [ ] I described our agreement or differences honestly and gave a reason when needed.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

New Student Tips

Which welcome tips should your group put in a short digital guide for a new student and share with the class?

TOPIC

Indoor Recess Ideas

Which indoor recess ideas should your group put in a short digital post for your class?

TOPIC

Group Work Tips

Which tips for working in a group should your group put in a short digital class guide?

ROLE CARDS · one per player

ROLE

Draft Driver

Type the group's chosen words in the shared document.

ROLE

Comment Captain

Invite teammates to ask and answer questions in document comments.

ROLE

Layout Guide

Use a heading and clear spacing to help readers follow the post.

ROLE

Share Checker

Check for private details and post the safe version in the class sharing space when it is ready.

MOVE CARDS · deal 4 to each player

MOVE CARD

DRAFT ADD

"I'll add ____ to our shared draft."

MOVE CARD

DRAFT ADD

"In our shared draft, I suggest ____ because it helps our reader."

MOVE CARD

COMMENT ASK

"I'll comment on the draft: Could we ____?"

MOVE CARD

COMMENT ASK

"In a comment, I want to ask: Should we ____?"

MOVE CARD

REASONED REPLY

"I can support this line with something I've seen: ____."

MOVE CARD

REASONED REPLY

"I'll reply in the comment: I would keep or change that line because ____."

MOVE CARD

SHARE SUMMARY

"Before we post, our draft shows ____."

MOVE CARD

SHARE CHECK

"Before we share, we should check ____."

Cards last longer on thick paper.

Draft, Comment, Share

RUNNING THE ROUNDS

Run a 15-minute round with two copies of the move-card set so each student can receive four cards. With three players, the Comment Captain also handles the Share Checker role. Allow unused cards and unfinished drafts; rotate roles next round so students with fewer chances to type, comment, or share can practice those actions.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	I'll add 'Invite a new student to join a game' to our shared draft.
Leo	I'll comment on the draft: Could we show what someone might say?
Ava	I can support this line with something I've seen: A classmate once invited me by asking, 'Want to play with us?'
Sam	Before we post, our draft shows we all agree on the invitation tip, and Ava's example makes it clearer.
Mia	Before we share, we should check that we left out private details. I checked, then posted the guide in our class space.

LISTEN FOR

- Students adding and improving text in the shared document.
- Questions and replies entered as document comments.
- Reasons based on experience, without pressure to change a view.
- An accurate summary and a privacy check before class sharing.

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