LESSON MAKER PRO

Plan the Round

Use goals, jobs, and time limits to guide a group decision.

GRADE 7 · SL.7.1.b

SL.7.1.b "Follow rules for collegial discussions, set specific goals and deadlines, and define individual roles as needed."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1 Agree on a specific goal before suggesting plans.	**2** Let each person finish speaking.
3 Do your role's job and respect the other jobs.	**4** Stop when the agreed time ends.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card.
2. Take one ROLE card each. With three players, take the first three roles and all share the Rule Ref job.
3. Shuffle two copies of the eight MOVE cards and deal four to each player.
4. Agree to a six-minute round, note the end time, and discuss the topic. Play a MOVE card only when you actually use its starter.
5. Stop at the agreed end time, even if cards remain. Check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I helped set or follow a specific goal.
- [ ] I followed our turn rule and agreed end time.
- [ ] I did my role's job or helped with the shared job.
- [ ] I can report our result honestly and support my view, even if it stayed the same.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Shared Supplies

What simple plan could help classmates borrow shared pencils and return them?

TOPIC

Quiet Start

What realistic plan could help your class settle into work at the start of a lesson?

TOPIC

Project Check-In

How could a group check its progress during a short class project?

ROLE CARDS · one per player

ROLE

Goal Guide

Help the group name one specific result it can reach before time runs out.

ROLE

Clock Keeper

Watch the time, announce when one minute remains, and stop the round at the agreed end time.

ROLE

Turn Tracker

Notice who has spoken and invite anyone who has not had a turn.

ROLE

Rule Ref

Watch for interruptions and remind the group to let each person finish.

MOVE CARDS · deal 4 to each player

MOVE CARD

NAME GOAL

"Our goal by the end time is to ____."

MOVE CARD

TARGET GOAL

"To meet our goal, I suggest ____."

MOVE CARD

CONFIRM TIME

"Our agreed end time is ____."

MOVE CARD

CHECK TIME

"We have until ____, so let's use our time to ____."

MOVE CARD

CLAIM JOB

"As ____, I'll keep track of ____."

MOVE CARD

SHARE TURNS

"Let's use our turn rule and hear from ____ before we decide."

MOVE CARD

SUM UP

"To sum up, our decision or remaining question is ____."

MOVE CARD

STATE VIEW

"My view is ____ because ____."

Cards last longer on thick paper.

Plan the Round

RUNNING THE ROUNDS

For each round, print two copies of the MOVE cards so four players can each receive four; with three players, leave four cards undealt. Start the six-minute clock after roles and cards are ready, and stop at the agreed time even if cards remain. If participation is uneven, prompt the Turn Tracker to invite an unheard voice without requiring anyone to play an inapplicable card or change a supported view.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	Our goal by the end time is to choose one way classmates can borrow and return shared pencils.
Eli	Our agreed end time is 10:15.
Maya	Let's use our turn rule and hear from Nora before we decide.
Nora	To meet our goal, I suggest a labeled pencil cup that classmates use and return pencils to before the bell.
Eli	To sum up, our remaining question is whether a pencil cup will help classmates return pencils before the bell.

LISTEN FOR

- A specific result the group can reach within six minutes
- An agreed end time that students actually honor
- Students carrying out their assigned and shared jobs
- Turn-taking reminders and an honest summary of agreement or open questions

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