LESSON MAKER PRO

Story Card Circle

Make a real moment clear to your listeners.

GRADE 7 · SL.7.4

SL.7.4 "Tell a story or recount an experience with appropriate facts and relevant, descriptive details, speaking audibly in coherent sentences."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Speak loudly enough for your group to hear, using complete sentences.
2. Tell events in order, with facts and details that help listeners understand.
3. Choose an everyday experience. You may leave out private details.
4. Listen without interrupting. You do not have to agree or change your mind.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card for your group.
2. Each player takes one ROLE card. With three players, the Clear Voice also does the Time Keeper job.
3. Shuffle enough sets of MOVE cards to deal four cards to each player.
4. Set an eight-minute timer. Take turns telling short stories and listening. Play a MOVE card when its starter truly fits what you say.
5. Stop when the timer ends, even if cards remain. Check the reflection statements that are true for you.

AFTER THE ROUND Check what you did

- [ ] I told a story with events in an order listeners could follow.
- [ ] I included a fact that helped listeners understand what happened.
- [ ] I used a detail that helped listeners picture an event.
- [ ] I spoke audibly and used complete sentences.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Learning Something New

Tell about a time you learned to do something. What happened, and what helped you learn?

TOPIC

A Helping Hand

Recount a time you helped someone or someone helped you. What happened in order?

TOPIC

Unexpected Moment

Tell about a small surprise during an ordinary day. What happened, and how did you react?

ROLE CARDS · one per player

ROLE

Clear Voice

Speak so everyone can hear you, and politely ask for a repeat if you cannot hear someone.

ROLE

Detail Scout

Listen for details that help you picture an event, and ask for one when it would help.

ROLE

Order Guide

Listen for the order of events, and ask what happened next if a part is missing.

ROLE

Time Keeper

Watch the timer and help each player get a chance to tell a story.

MOVE CARDS · deal 4 to each player

MOVE CARD

SET SCENE

"My story starts when ____."

MOVE CARD

FIRST EVENT

"The first thing that happened was ____."

MOVE CARD

NEXT EVENT

"Then, ____."

MOVE CARD

NOTICED DETAIL

"I noticed ____."

MOVE CARD

PICTURE DETAIL

"The part I can still picture is ____."

MOVE CARD

EXPLAIN WHY

"That matters because ____."

MOVE CARD

ASK DETAIL

"Can you describe ____ so I can picture it?"

MOVE CARD

SUM UP

"To sum up, I heard ____."

Cards last longer on thick paper.

Story Card Circle

RUNNING THE ROUNDS

Use a fresh topic and reshuffle the MOVE cards for another eight-minute round. Invite quieter students to tell their stories before anyone takes a second turn, but stop at the agreed time. Accept unused cards, truthful agreement or unresolved differences, and a view that stays the same when the speaker supports it with a story detail.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	My story starts when I tried to ride a bike without training wheels at the park last spring.
Mia	The first thing that happened was my dad held the seat while I pedaled toward a bench.
Mia	The part I can still picture is his bright red sleeve beside my handlebars.
Mia	Then, he let go, and I rode past the bench without falling.
Leo	To sum up, I heard that Mia learned to ride by practicing with her dad before pedaling on her own.

LISTEN FOR

- A speaking volume the whole group can hear
- Complete sentences that place events in a clear order
- Accurate facts and relevant details that make an event clear
- A summary that reflects what was said without inventing agreement or disagreement

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