LESSON MAKER PRO

Keep It Moving

Ask for more, build on ideas, and bring the talk back.

GRADE 8 · SL.8.1.c

SL.8.1.c "Pose questions that elicit elaboration and respond to others' questions and comments with relevant observations and ideas that bring the discussion back on topic as needed."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1 Listen to the whole question or comment before you respond.	**2** Use a move card only when its starter fits what you really want to say.
3 Give a reason or example when you explain your view.	**4** You may agree, disagree, or keep your view. Do not invent a difference.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card for your group.
2. Give each player a ROLE card. With three players, the Focus Finder also does the Note Keeper job.
3. Make two copies of each MOVE card. Shuffle all 16, deal four to each player, and set any extras aside.
4. Set an eight-minute timer. Discuss the topic. When you genuinely use a starter, place that card in the middle.
5. Stop when the timer rings, even if cards remain. Check the reflection statements that are true for you.

AFTER THE ROUND Check what you did

- ☐ I asked a question that invited a fuller explanation.
- ☐ I answered a question or comment with an on-topic idea.
- ☐ I helped bring the talk back to the topic when it drifted.
- ☐ I described our agreement or differences accurately.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Shared Supplies

How should a class handle shared supplies so everyone can use them?

TOPIC

Better Break

How would you plan a 20-minute break during a long school day so it works for different students?

TOPIC

Group Choice

What fair steps could a group use to choose an activity when members want different things?

ROLE CARDS · one per player

ROLE

Question Catcher

Notice ideas that need more detail and ask the speaker to explain.

ROLE

Idea Linker

Respond to a question or comment with an observation that connects to it.

ROLE

Focus Finder

Notice when the talk drifts and help connect it back to the topic.

ROLE

Note Keeper

Track reasons, agreement, and any differences so you can give an accurate summary.

MOVE CARDS · deal 4 to each player

MOVE CARD

ASK MORE

"Can you say more about ____?"

MOVE CARD

ASK WHY

"What makes you think ____?"

MOVE CARD

ANSWER DIRECTLY

"To answer your question, ____."

MOVE CARD

BUILD ON

"Your point about that makes me think ____."

MOVE CARD

RETURN FOCUS

"Back to our question, what should we do about ____?"

MOVE CARD

FIND CONNECTION

"How does that connect to our question about ____?"

MOVE CARD

SUM UP

"From what we've said, ____."

MOVE CARD

SUPPORT VIEW

"I still think this because ____."

Cards last longer on thick paper.

Keep It Moving

RUNNING THE ROUNDS

If time allows, run another eight-minute round with a new topic and redistribute the cards. Invite quieter students to respond to a peer's question, but do not require every card to be played or anyone's opinion to change.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	For shared supplies, I think a pencil box on each table could help everyone find one.
Leo	Can you say more about how students would return the pencils?
Sam	To answer your question, a return cup worked well when my art group shared pencils. We also chose a theme for our next poster.
Maya	Back to our question, what should we do about making sure the boxes stay stocked?
Leo	From what we've said, a return cup could help, but we have not decided how to restock empty boxes.

LISTEN FOR

- Questions that invite a peer to explain how or why
- Responses that address a peer's actual question or comment
- A side idea linked back to the topic without dismissing the speaker
- An accurate summary that does not invent agreement or disagreement

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