

Plan Play Cards

Talk, track, and finish together.

GRADE 7 • 7SL1.b

7SL1.b "Follow norms for collegial discussions, track progress toward specific goals and deadlines, and define individual roles as needed."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen without interrupting.

2 Use names and build on ideas.

3 Play a card only after you use it honestly.

4 Do your role while helping the group finish.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card. Each player takes one different Role card.
2. Set a six-minute timer where everyone can see it. Read the topic and name what your group must finish.
3. Use two copies of the Move cards. Deal four Move cards to each player.
4. Talk through the task. When a card's starter genuinely fits, say the starter, finish the sentence, and place that card in the middle.
5. The round ends when every player has played four cards. If the timer rings first, stop, list any unplayed cards, and check whether your plan is complete.

AFTER THE ROUND Check what you did

☐ I listened and let others speak.

☐ I helped name or check our goal and progress.

☐ I did my role during the discussion.

☐ I helped assign a job or deadline.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Quiet Lunch Table Create a plan for a quiet lunch table. Include a goal, two reasons it could help, jobs for two people, and a deadline.	Welcome Week Plan Create a plan for helping a new student feel welcome during their first week. Include a goal, two reasons, jobs for two people, and a deadline.	Supply Station Fix Create a plan for keeping shared classroom supplies organized. Include a goal, two reasons, jobs for two people, and a deadline.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Goal Scout State the group goal at the start and check that the final plan answers every part of the topic.	Clock Hawk Watch the six-minute timer and announce the time left at about three minutes and one minute.	Voice Host Notice who has not spoken and invite that person to share before the group makes a choice.	Plan Scribe Write the group's goal, reasons, jobs, and deadline as the group agrees on them.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
SET GOAL “Our goal for this round is to ____ before time is up.”	SET GOAL “To finish our task, we need to ____ and ____.”	TRACK PROGRESS “We have completed ____, and we still need to ____.”	TRACK PROGRESS “We have about ____ minutes left, so our next step is ____.”
SHARE JOB “____, will you be responsible for ____ by ____?”	SHARE JOB “I can take responsibility for ____ by ____.”	BUILD IDEAS “____, what is your idea about ____?”	BUILD IDEAS “I want to build on ____'s idea by ____.”

Cards last longer on thick paper.

RUNNING THE ROUNDS

Run six-minute rounds with two copies of the Move cards so each student receives four, and use the sample exchange as a model for the Quiet Lunch Table card. If participation is uneven, have the Voice Host invite a quieter member and require each player to play one card before anyone plays a second card, then rotate roles for the next round.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	Our goal for this round is to create a plan that gives students a calm lunch choice before time is up.
Luis	I want to build on Maya's idea by offering the table twice a week. I can ask classmates which days work best by Friday because students could read or talk calmly.
Priya	I want to build on Luis's idea by making the table a choice for students who need a calm break.
Omar	Priya, will you be responsible for making a sign by Friday?
Maya	We have completed a goal, two reasons, and two jobs, and we still need to state our final plan. Our final plan is a quiet lunch table twice a week, with Luis asking classmates and Priya making a sign by Friday.

LISTEN FOR

- A clear group goal stated near the start
- Progress checks that name what is finished and what remains
- Specific jobs connected to named people and deadlines
- Invitations and additions that respond to another student's idea

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