

Decision Deck

Talk, plan, track, and decide together.

GRADE 8 • 8SL1.b

8SL1.b "Follow norms for collegial discussions and decision-making, 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 Respond to ideas respectfully.

3 Keep the group goal and deadline visible.

4 Include every voice before deciding.

HOW TO PLAY Teams of 3 or 4

1. Form a group of 3 or 4 and choose one Topic card.
2. Each player takes one Role card and reads the job aloud.
3. Use two copies of the Move cards. Shuffle them and deal 4 cards to each player.
4. Discuss the topic. When you genuinely use a card's starter, place that card in the middle.
5. End the round when all dealt cards are in the middle and your group has made a decision, set a goal and deadline, and assigned jobs.

AFTER THE ROUND Check what you did

☐ I helped set a specific goal and deadline.

☐ I followed discussion norms by listening and including others.

☐ I used a Move card truthfully during the discussion.

☐ I know my job and the jobs of the other group members.

TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Fundraiser Choice Which fundraiser should your group choose, and what goal, deadline, and jobs will make it happen?	Book Swap Plan What simple plan should your group use for a class book swap, including a goal, deadline, and job for each person?	Spirit Week Which low-cost Spirit Week activity should your group plan, and how will you meet a goal, deadline, and assign jobs?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Goal Guard Keep the group focused on a clear result and bring the talk back to the goal when it drifts.	Clock Keeper Watch the deadline and ask what must happen next to stay on schedule.	Voice Scout Notice who has not spoken and invite that person into the discussion.	Plan Scribe Write the final decision, goal, deadline, and each person's job.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
SET TARGET “Our goal is to ____ by ____.”	SET TARGET “By ____, we want to have ____.”	SCHEDULE CHECK “To stay on schedule, we need to ____ by ____.”	SCHEDULE CHECK “Our next step is ____, and it is due ____.”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
INVITE VOICE “Before we decide, I want to hear ____'s idea about ____.”	MAKE DECISION “Our group decides to ____.”	ASSIGN JOBS “For our plan, ____ will ____ by ____.”	ASSIGN JOBS “I can ____ by ____, and ____ can ____ by ____.”

Cards last longer on thick paper.

RUNNING THE ROUNDS

Print two Move-card sets per group, deal four cards to each player, and leave unused cards in the pile for groups of three. Run 8 to 10 minute rounds; if one student has played two cards in a row, require a different speaker to play the next card so participation becomes more balanced.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	Our goal is to raise \$200 by May 10.
Theo	Before we decide, I want to hear Jordan's idea about a fundraiser.
Jordan	To stay on schedule, we need to choose snack prices by May 7. I think a lunch snack sale could reach our goal.
Ava	Our group decides to hold a snack sale at lunch on May 10.
Maya	For our plan, Maya will ask the office for approval today, Theo will make a sign by May 7, Jordan will create price labels by May 8, and Ava will track supplies and money by May 9.

LISTEN FOR

- Students name a measurable goal and a date.
- Students invite an unheard voice before making a decision.
- Students state a decision, then assign a named task and deadline to each member.
- Students name next steps to check progress toward the deadline.

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