

Plan It Together

Talk, organize, decide.

HIGH SCHOOL • 9-10SL1b

9-10SL1b "Work with peers to set norms for collegial discussions and decision-making, establish clear goals, deadlines, and individual roles as needed."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak one at a time.

2 Make room for every voice.

3 Use a Move card only when it fits.

4 Play a card after you say its starter.

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 a different Role card.
3. Print two sets of Move cards, shuffle them, and deal 4 cards to each player.
4. Discuss the topic. When you genuinely use a card's starter, say it and place the card in the middle.
5. Keep working until every player has played 4 cards. Then complete the reflection.

AFTER THE ROUND Check what you did

☐ I helped set a discussion norm.

☐ I named or checked our shared goal.

☐ I helped set a deadline or next step.

☐ I accepted or helped assign a needed role.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Story Showcase Plan a five-minute class showcase of student writing. Decide what it will include and how your group will organize the work.	Book Buzz Create a one-week plan that gets more students talking about books they choose to read.	School Podcast Choose a school issue for a two-minute podcast proposal and decide how your group will create it.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Turn Tracker Watch participation and ask the group to make room for anyone who has not spoken.	Goal Guard Compare ideas to the group goal and point out when the discussion drifts.	Clock Captain Track time and help the group set its next deadline.	Task Matcher Make sure each needed task has one person responsible for it.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BUILD NORM “A discussion norm we need is ____.”	PROTECT TURNS “To keep this discussion fair, we will ____.”	SET GOAL “Our group goal is to ____.”	CHECK GOAL “Before we move on, our goal is to ____.”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
SET DEADLINE “We will finish ____ by ____.”	PLAN TIME “To meet that deadline, we should finish ____ first.”	CHOOSE ROLE “I will be responsible for ____.”	SHARE ROLE “Could you take responsibility for ____?”

Cards last longer on thick paper.

RUNNING THE ROUNDS

Print two complete Move card sets for each group so every player can receive four cards. Run additional rounds with new topics and rotated roles. If participation is uneven, pause and have the Turn Tracker invite the player holding the most cards to make a relevant move before the discussion continues.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	A discussion norm we need is to let each person finish before we respond.
Luis	Our group goal is to decide what our five-minute showcase will include and divide the planning tasks.
Nia	We will finish choosing the showcase format by 2:10.
Owen	I will be responsible for making sure each task has an owner.
Maya	To keep this discussion fair, we will ask before interrupting.

LISTEN FOR

- Students name a usable norm and refer back to it during the discussion.
- Students state a shared goal that matches the topic task.
- Students set a specific deadline and sequence a next step.
- Students assign clear responsibilities instead of assuming someone will do them.

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