LESSON MAKER PRO

Make It Work

Build a plan that makes room for everyone's work and ideas.

GRADE 11 · 11.1.S.1

11.1.S.1 "Students will work effectively and respectfully in diverse groups by showing willingness to make necessary compromises to accomplish a goal, sharing responsibility for collaborative work, and recognizing individual contributions."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Listen to each person before settling on a plan.
2. Make a change only when the group needs one.
3. Name the person behind an idea you use.
4. You may finish in agreement or with a question still open.

HOW TO PLAY Teams of 3 or 4

1. Form a group of three or four. Choose one TOPIC card and set a 12-minute timer.
2. Take one ROLE card each. With three players, take the first three roles and share the Clock Keeper job.
3. Shuffle two sets of the eight MOVE cards. Deal four to each player and set extras aside.
4. Work on the topic. When you genuinely use a card's starter, finish the sentence aloud and play the card to the middle.
5. Stop when the timer ends, even if cards remain. State your plan or open question, then check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I listened for what each person could contribute.
- [ ] I took a fair share of the work or helped divide it.
- [ ] I named a specific contribution someone else made.
- [ ] I can explain where we agreed, what remains open, or why my view stayed the same.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Welcome Plan

Design a 20-minute welcome activity for new students that offers different ways to take part and divides the planning work fairly.

TOPIC

Group Presentation

Plan a five-minute presentation about a school tradition, using group members' different strengths and sharing the preparation work.

TOPIC

Lunch Event

Design a low-cost lunchtime event with ways for different students to participate and a fair plan for the work needed to run it.

ROLE CARDS · one per player

ROLE

Option Builder

Notice when different ideas could fit together, without pushing for a change the group does not need.

ROLE

Work Balancer

Check that each planning task has an owner and the work is shared fairly.

ROLE

Credit Keeper

Notice whose ideas shape the plan and make sure those people are named.

ROLE

Clock Keeper

Track the 12 minutes and call time when the timer ends.

MOVE CARDS · deal 4 to each player

MOVE CARD

ADJUST IDEA

"I could shift my plan to include ____."

MOVE CARD

OFFER OPTION

"If we keep your idea, could we also include ____?"

MOVE CARD

OWN TASK

"I can take responsibility for ____."

MOVE CARD

SHARE WORK

"Who can take ____ so the work is shared?"

MOVE CARD

NAME VALUE

"Your point about ____ helps our plan."

MOVE CARD

GIVE CREDIT

"I want to credit ____ for that part of our plan."

MOVE CARD

SUM UP

"Here's where we landed: ____."

MOVE CARD

KEEP POSITION

"The example that keeps me with my original view is ____."

Cards last longer on thick paper.

Make It Work

RUNNING THE ROUNDS

Use one 12-minute round per topic; collect and reshuffle both MOVE sets before another round. Do not count played cards as a score: unused or inapplicable cards are expected. If participation is uneven, ask whose work or ideas have not been heard, but do not require anyone to change a supported view.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	I can take responsibility for planning a name game.
Ben	Your point about a name game helps our plan. Some new students might not want to speak in front of everyone.
Cleo	If we keep your idea, could we also include the choice to write a name card? I can prepare the cards.
Ava	I could shift my plan to include the name-card choice. Could we use the last 10 minutes for small groups?
Ben	Here's where we landed: 10 minutes for the name game, with speaking or writing as options, then 10 minutes in small groups. Ava plans the game, Cleo prepares the cards, and I'll plan the small-group prompts.

LISTEN FOR

- An adjustment offered in response to a real need, not a forced disagreement
- Specific tasks claimed or assigned with the group's agreement
- A group member credited for a particular idea or piece of work
- An accurate ending that states agreement, an open question, or an unchanged view supported by an example

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