LESSON MAKER PRO

Listen and Link

Use what you hear to help your group talk.

GRADE 3 · 3.1.L.1

3.1.L.1 "Students will actively listen using agreed-upon discussion rules."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Let each speaker finish.
2. Listen to the speaker's words.
3. Ask when you are not sure what someone means.
4. Invite others to speak, and let anyone pass.

HOW TO PLAY Teams of 3 or 4

1. Pick one TOPIC card and read the question aloud.
2. Each take one ROLE card. With three players, take the first three roles and share the fourth job. Each of you will name one idea you heard at the end.
3. Use two sets of MOVE cards. Shuffle all 16 cards and deal four to each player.
4. Set a 7-minute timer. Take turns discussing the topic. When you truly use a MOVE card's starter, play that card in the middle.
5. Stop when the timer rings, even if cards are left. Say what you agree on and whether any differences remain. Then check your reflection statements.

AFTER THE ROUND Check what you did

- [ ] I let others finish before I spoke.
- [ ] I listened closely enough to tell what someone meant.
- [ ] I asked or checked when I needed to understand better.
- [ ] I helped others have a chance to speak or pass.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Indoor Recess

What could our class do at indoor recess so everyone can join?

TOPIC

Classroom Jobs

How could our class make sure everyone gets a turn at classroom jobs?

TOPIC

New Student

What could our class do to help a new student feel welcome?

ROLE CARDS · one per player

ROLE

Word Catcher

Listen for an idea you can say back to check that you understood it.

ROLE

Question Scout

Listen for an idea you want to know more about, then ask about it.

ROLE

Turn Guide

Notice who has not spoken and invite that person to share or pass.

ROLE

Truth Tracker

Listen for what the group agrees on and whether different ideas remain.

MOVE CARDS · deal 4 to each player

MOVE CARD

CHECK MEANING

"So you think ____ because ____. Is that right?"

MOVE CARD

SAY IT BACK

"I heard you say ____. Did I get it right?"

MOVE CARD

ASK WHY

"What makes you think ____?"

MOVE CARD

ASK MORE

"Can you tell me more about ____?"

MOVE CARD

INVITE A VOICE

"____, what do you think about ____?"

MOVE CARD

LISTEN AND HOLD

"I heard ____, but I still think ____ because ____."

MOVE CARD

NAME AGREEMENT

"We all agree on ____ because ____."

MOVE CARD

NAME DIFFERENCES

"We agree on ____, but still differ on ____."

Cards last longer on thick paper.

ANSWER KEY

Listen and Link

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RUNNING THE ROUNDS

Print two copies of the eight MOVE cards per group so each player can receive four. Run another round with a new topic and new roles if time allows. Do not require every card to be played; if participation is uneven, prompt the Turn Guide to invite a quieter student to speak or pass.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	I think we could draw at indoor recess because anyone can join.
Leo	So you think drawing could work because anyone can join. Is that right?
Mia	Yes. Nia, what do you think about drawing at indoor recess?
Nia	I heard Mia's idea, but I still think board games would work better because we can talk as we play.
Leo	We agree on including everyone, but still differ on which activity to choose.

LISTEN FOR

- Students wait for a speaker to finish before responding.
- Students restate an idea accurately and check their understanding.
- Students ask questions tied to what a classmate said.
- Students invite a classmate to speak or pass and describe agreements or differences truthfully.

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