LESSON MAKER PRO

Plan It Together

Share the work and notice who helps.

GRADE 3 · 3.1.S.1

3.1.S.1 "Students will work effectively and respectfully in diverse groups by sharing responsibility for collaborative work and recognizing individual contributions made by each group member."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Give everyone a chance to speak.
2. Share the work of making the plan.
3. Name a person and a specific contribution when you give credit.
4. Say what you really think. You do not need to disagree or change your mind.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card and read it aloud.
2. Each player takes one ROLE card. With three players, take the first three roles and share the Idea Tracker job.
3. Make two sets of MOVE cards. Shuffle them and deal four to each player.
4. Set a timer for 8 minutes. Talk about the task. Play a MOVE card to the middle only when you truly use its starter.
5. Stop when the timer rings, even if cards are left. Leave cards that did not fit unplayed. Check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I gave someone else a chance to speak.
- [ ] I did my part of the group's work.
- [ ] I named something a group member added.
- [ ] I spoke honestly about what our group agreed on or still saw differently.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Indoor Game Plan

Plan an indoor game with three rules and a way for everyone to take part.

TOPIC

New Student Welcome

Plan three things your class could do to help a new student feel welcome.

TOPIC

Tidy Classroom Plan

Plan how classmates could share the work of keeping the classroom tidy.

ROLE CARDS · one per player

ROLE

Turn Guide

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

ROLE

Work Sharer

Help the group divide the work of making its plan.

ROLE

Credit Catcher

Notice what each person adds and help the group name those contributions.

ROLE

Idea Tracker

Remember the group's ideas, including any that everyone does not agree on.

MOVE CARDS · deal 4 to each player

MOVE CARD

INVITE IDEA

"What idea would you add, ____?"

MOVE CARD

INVITE VOICE

"We have not heard from ____ yet. What do you think?"

MOVE CARD

TAKE PART

"I can work on ____ for our plan."

MOVE CARD

SHARE WORK

"Could you take charge of ____?"

MOVE CARD

NAME HELP

"One person who helped our plan, and how, is ____."

MOVE CARD

NOTICE IDEA

"A helpful idea from someone else was ____."

MOVE CARD

TELL OUTCOME

"Our group ended with ____."

MOVE CARD

KEEP POSITION

"I still think the same because this example supports it: ____."

Cards last longer on thick paper.

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RUNNING THE ROUNDS

Run each round for exactly 8 minutes, then allow unused cards to remain unplayed. Make two sets of MOVE cards for each group so every player can receive four. If participation is uneven, prompt the Turn Guide to invite a quieter member and the Work Sharer to find that member a part in the plan.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	What idea would you add, Liv?
Liv	We could play charades. We can play it without running.
Theo	I can work on three rules for our plan.
Sam	One person who helped our plan, and how, is Liv. She suggested a game we can play without running.
Maya	Our group ended with a charades plan. Our rules are no running, take turns acting, and let everyone choose a clue. Everyone can act or guess.

LISTEN FOR

- Invites a group member who has not spoken
- Offers or assigns a clear part of the shared task
- Names a member and a specific contribution
- Reports agreement or differences honestly, without pushing for a changed opinion

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