LESSON MAKER PRO

Plan Together Cards

Share the work and notice each person's help.

GRADE 4 · 4.1.S.1

4.1.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. Listen without interrupting.
2. Invite others to speak, and let them pass.
3. Give each person a real way to help.
4. Be honest about what your group agrees on and what it does not.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card for your group.
2. Each player takes one ROLE card. With three players, use Turn Guide, Job Juggler, and Credit Spotter. All three share the Plan Reporter job.
3. Make two copies of all eight MOVE cards. Deal four to each player, and set aside any extras.
4. Set a timer for eight minutes. Discuss the task. When a starter truly fits what you say, play that card in the middle.
5. Stop when the timer ends, even if cards remain. Check only the reflection statements that are true for you.

AFTER THE ROUND Check what you did

- [ ] I invited someone to share or pass.
- [ ] I took a fair part of the group's work.
- [ ] I named a way a teammate helped.
- [ ] I was honest about our agreement or different ideas, even if I kept my view.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Welcome Plan

Plan a welcome activity for a new classmate. How can each person in your group help?

TOPIC

Indoor Recess

Plan a five-minute indoor recess game. How can each person in your group help set it up or lead it?

TOPIC

Quick Clean Up

Plan a five-minute classroom clean-up. What jobs will your group share?

ROLE CARDS · one per player

ROLE

Turn Guide

Invite each player to share an idea or pass.

ROLE

Job Juggler

Help the group find a useful planning job for each player.

ROLE

Credit Spotter

Point out how each player's ideas or actions help the group.

ROLE

Plan Reporter

Tell the group what the plan is, including any different ideas that remain.

MOVE CARDS · deal 4 to each player

MOVE CARD

INVITE A VOICE

"____, would you like to add an idea or pass?"

MOVE CARD

INVITE A VOICE

"What part of ____ would you like to handle?"

MOVE CARD

SHARE A JOB

"I can take care of ____."

MOVE CARD

SHARE A JOB

"Who would like to help with ____?"

MOVE CARD

NOTICE HELP

"I noticed ____ helped our group."

MOVE CARD

NOTICE HELP

"Thanks to ____, our plan has a clearer step."

MOVE CARD

REPORT THE PLAN

"Our plan, including any different ideas, is ____."

MOVE CARD

GIVE A REASON

"From what I have seen, ____."

Cards last longer on thick paper.

ANSWER KEY

Plan Together Cards

GRADE 4 · 4.1.S.1

RUNNING THE ROUNDS

Run eight-minute rounds, rotating topics and roles. Print two copies of the eight MOVE cards per group so four players can each receive four cards. If participation is uneven, prompt the Turn Guide to offer a turn or pass and the Job Juggler to offer a useful job; unused cards and unchanged opinions are acceptable.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	Jon, would you like to add an idea or pass?
Jon	I can take care of drawing a welcome map.
Ada	I noticed Jon helped our group by offering to draw the map.
Leo	From what I have seen, a map helped me find the library, so I think one could help a new classmate.
Mia	Our plan, including any different ideas, is for Jon to draw a map, Leo to greet the new classmate, and Ada and me to make a welcome note. We all agree.

LISTEN FOR

- Invitations that give classmates a choice to speak or pass
- Specific, useful jobs shared among group members
- Credit that names a classmate's actual contribution
- An accurate report of agreement or remaining differences, with reasons for views that stay the same

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