LESSON MAKER PRO

Ideas in Motion

Use conversation moves to explore reading and writing ideas.

GRADE 6 · 6.1.S.2

6.1.S.2 "Students will engage in collaborative discussions about what they are reading and writing, expressing their own ideas clearly while building on the ideas of others in pairs, diverse groups, and whole-class settings."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Listen to the speaker before you respond.
2. Share your own idea and connect it to someone else's when you can.
3. Use details from a book you know or the writing idea on your TOPIC card.
4. You may agree, disagree, or keep your view. You do not have to play every card.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card for your group of three or four.
2. Each player takes one ROLE card. With three players, everyone shares the fourth role's job.
3. Use two sets of MOVE cards. Shuffle all 16 cards, deal four to each player, and set any extras aside.
4. Set an eight-minute timer. Discuss the topic and play a MOVE card only when you genuinely use its starter.
5. Stop when time is up, even if you have unused cards. Then check your reflection statements.

AFTER THE ROUND Check what you did

- [ ] I shared an idea about reading or writing clearly.
- [ ] I connected my idea to someone else's idea.
- [ ] I asked or answered a question that helped make an idea clearer.
- [ ] I described our agreement or differences truthfully.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Rainstorm Scene

What details could a writer add to make a scene about a sudden rainstorm clear and interesting?

TOPIC

Book Talk

How would you describe a book you know to help a classmate decide whether to read it, without spoiling the ending?

TOPIC

Helpful Feedback

What specific feedback would help a writer improve a story about finding a stray dog?

ROLE CARDS · one per player

ROLE

Idea Spark

Watch for chances for each player to share an idea about the topic.

ROLE

Link Scout

Listen for ways one player's idea connects to another's.

ROLE

Question Catcher

Notice ideas that need a question to make them clearer.

ROLE

Summary Guide

Track where the group's ideas agree or differ, without asking anyone to change a view.

MOVE CARDS · deal 4 to each player

MOVE CARD

SHARE IDEA

"My idea is ____ because..."

MOVE CARD

EXPLAIN VIEW

"I think ____ because..."

MOVE CARD

ADD ON

"Adding to your idea, ____"

MOVE CARD

MAKE LINK

"Your idea connects to what I said because ____"

MOVE CARD

ASK MORE

"Can you say more about ____?"

MOVE CARD

ASK DETAIL

"What detail makes you think ____?"

MOVE CARD

TRACK IDEAS

"So far, our ideas fit together or differ this way: ____"

MOVE CARD

NAME OUTCOME

"At this point, we agree or still differ about ____"

Cards last longer on thick paper.

Ideas in Motion

RUNNING THE ROUNDS

Print two sets of MOVE cards per group, and rotate TOPIC and ROLE cards between eight-minute rounds. If participation is uneven, ask groups to make room for quieter voices in the next round, but do not require students to play an inapplicable card or change a supported view.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	My idea is to describe rain tapping on a bus roof because the sound helps readers picture the scene.
Leo	Can you say more about why the bus matters?
Mia	The bus gives the character a place to hide from the rain.
Ava	Adding to your idea, I would describe foggy windows so readers can picture what the character sees.
Leo	So far, our ideas fit together this way: we all want details that help readers picture the rainstorm.

LISTEN FOR

- A clear idea tied to the reading or writing topic
- A response that names and extends a peer's idea
- A question that helps clarify a peer's thinking
- A truthful summary of agreement or unresolved differences, with no pressure to change a view

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