LESSON MAKER PRO

Ideas in Motion

Use cards to connect ideas about reading and writing.

GRADE 7 · 7.1.S.2

7.1.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 Let each person finish speaking.	**2** Say whose idea you are building on.
3 Use real examples you remember.	**4** Leave a card unplayed if it does not fit. Do not invent a disagreement.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card and read its question aloud.
2. Take one ROLE card each. With three players, take Idea Starter, Link Finder, and Example Scout. All three share Wrap Keeper.
3. Shuffle two copies of the eight MOVE cards. Deal four to each player and set any extras aside.
4. Set an eight-minute timer. Discuss the topic. When you genuinely use a MOVE card's starter and finish it aloud, place the card in the middle.
5. In the last minute, let Wrap Keeper sum up the talk. With three players, each of you gives one brief closing thought. Stop when the timer rings, then check your reflections.

AFTER THE ROUND Check what you did

- [ ] I shared my own idea clearly.
- [ ] I built on or connected to someone else's idea.
- [ ] I asked for or gave an example from reading or writing.
- [ ] I described our agreement or differences honestly, even if a view stayed the same.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Clear Writing Choices

What choices help a reader follow an idea in something you wrote for class, and what examples show this?

TOPIC

Believable Character Choices

What makes a character's choice believable in a story you have read, and what do you remember that supports your idea?

TOPIC

Useful Reader Feedback

What kind of feedback helps you improve your writing, and how have you used or seen it used?

ROLE CARDS · one per player

ROLE

Idea Starter

Share an opening idea about the topic and invite others to respond.

ROLE

Link Finder

Listen for a connection between two people's ideas and point it out.

ROLE

Example Scout

Ask for examples from reading or writing that support an idea.

ROLE

Wrap Keeper

Near the end, describe the group's agreement, any differences still open, or a view someone kept with a supporting example.

MOVE CARDS · deal 4 to each player

MOVE CARD

BUILD ON

"Adding to ____'s idea, I think ____."

MOVE CARD

FIND CONNECTION

"I see how ____ connects to ____ because ____."

MOVE CARD

INVITE IDEA

"What do you think about ____, and why?"

MOVE CARD

ASK EXAMPLE

"Can you explain ____ with an example?"

MOVE CARD

GIVE EXAMPLE

"An example from a story or my writing is ____, which shows ____."

MOVE CARD

KEEP POSITION

"After hearing ____, I still think ____ because ____."

MOVE CARD

SUM UP

"We [agree / differ] about ____; one reason we heard is ____."

MOVE CARD

NAME OUTCOME

"One view [changed / stayed the same] about ____ because ____."

Cards last longer on thick paper.

Ideas in Motion

RUNNING THE ROUNDS

Print two copies of the eight MOVE cards per group so four players can each receive four; a three-player group sets four cards aside. For another round, change the topic and rotate roles. If participation is uneven, prompt the Idea Starter to invite a quieter player in, but do not require anyone to play an inapplicable card or claim a change of mind.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	I think short paragraphs help readers follow an idea in my science report.
Leo	Adding to Mia's idea, I think headings help readers find a new part.
Ava	An example from a story or my writing is the 'Causes' heading in my weather report, which shows where that section starts.
Theo	Can you explain how the heading helps a reader with an example?
Mia	We agree about ways to guide readers; one reason we heard is that headings mark new parts.

LISTEN FOR

- A clear idea about the topic, stated in the student's own words
- A response that names and builds on another student's idea
- A relevant example recalled from reading or writing
- An accurate summary that allows agreement, open differences, or an unchanged view

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