LESSON MAKER PRO

Cue Card Conversation

Listen for meaning, notice cues, and respond with care.

GRADE 8 · 8.1.L.1

8.1.L.1 "Students will actively listen using agreed-upon discussion rules, recognizing verbal and nonverbal cues while maintaining social awareness and responding accordingly."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Let each person finish before you speak.
2. Invite others to speak, but let them pass.
3. Ask about a cue instead of guessing what it means.
4. Describe others' views accurately, even if yours stays the same.

HOW TO PLAY Teams of 3 or 4

1. Pick one TOPIC card and set a timer for 7 minutes.
2. Each player takes one ROLE card. With three players, share the fourth role, Time Scout.
3. Shuffle two copies of the eight MOVE cards and deal four cards to each player.
4. Discuss the topic. When you genuinely use a card's starter, finish the sentence and play the card to the middle. You may also speak without a card.
5. Stop when the timer ends, even if cards are unused. Check your reflection statements.

AFTER THE ROUND Check what you did

- [ ] I followed our rules for taking turns.
- [ ] I checked what a word or idea meant before responding.
- [ ] I noticed a voice or body cue without assuming what it meant.
- [ ] I could describe our views honestly, whether we agreed, differed, or stayed unsure.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Fair Project Jobs

What two steps could make a group project fair when classmates have different schedules?

TOPIC

Shared Study Space

How could students make a shared study space work for people who focus in different ways?

TOPIC

Lunch Break Choices

How could students plan a lunch break activity that includes both active and quiet choices?

ROLE CARDS · one per player

ROLE

Cue Spotter

Notice pauses, gestures, and changes in voice, and check what they mean before responding.

ROLE

Voice Guide

Watch for people who want a turn and invite them to speak without pressuring them.

ROLE

Meaning Keeper

Listen for what each person actually says, including agreements and differences.

ROLE

Time Scout

Watch the timer and tell the group when the agreed time is up.

MOVE CARDS · deal 4 to each player

MOVE CARD

CHECK MEANING

"When you say ____, could you explain what you mean?"

MOVE CARD

CHECK MEANING

"I heard ____; did I get that right?"

MOVE CARD

NOTICE CUES

"I noticed ____; did you want a turn?"

MOVE CARD

NOTICE CUES

"I noticed ____; should we pause or keep going?"

MOVE CARD

INVITE VOICES

"We haven't heard from ____ yet. Would you like to add anything?"

MOVE CARD

INVITE VOICES

"I'd like to hear from ____, if you want to share."

MOVE CARD

SUMMARIZE FAIRLY

"So far, ____."

MOVE CARD

SUMMARIZE FAIRLY

"From what I've heard, ____."

Cards last longer on thick paper.

Cue Card Conversation

RUNNING THE ROUNDS

Run a new 7-minute round with another topic if time allows, reshuffling both sets of MOVE cards and rotating roles. If participation is uneven, prompt an invitation without requiring anyone to speak or play every card. Accept accurate summaries of full agreement, unresolved differences, and evidence-supported unchanged positions.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I think we should choose project jobs based on when each person is free.
Leo	I noticed Eli raise his hand; did you want a turn?
Eli	Yes. I support Maya's idea. I also think we should set a due date for each job.
Maya	When you say 'due date for each job,' could you explain what you mean?
Eli	I mean a date when each job is done. So far, Maya and I support choosing jobs by availability, and I support due dates. Leo hasn't said which steps he supports.

LISTEN FOR

- Players wait for others to finish and leave room for a pass.
- Players ask what a pause, gesture, or change in voice means instead of assuming.
- Clarifying questions lead to responses that address what was actually said.
- Summaries name only the views people have stated, including agreement, unresolved differences, or a supported unchanged position.

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