LESSON MAKER PRO

Plan It Together

Build one plan while sharing ideas and work.

GRADE 8 · 8.1.S.1

8.1.S.1 "Students will work effectively and respectfully in diverse groups by showing willingness to make necessary compromises to accomplish a goal, sharing responsibility for collaborative work, and recognizing individual contributions"

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1 Listen without interrupting.	**2** Give credit for ideas you use.
3 Change a suggestion only when it helps the goal.	**4** Be honest about agreement and differences. Unused cards are fine.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card and plan an answer together.
2. Each person takes one ROLE card. With three people, everyone shares the job on the fourth card.
3. Shuffle two copies of the eight MOVE cards. Deal four to each person and set extras aside.
4. Set an eight-minute timer. When a starter fits what you mean, finish it aloud and play the card to the middle.
5. Stop when the timer rings. Share your plan, say whether you fully agree or still differ, and give a reason or example for any view you kept. Check the reflection statements.

AFTER THE ROUND Check what you did

- ☐ I made room for others to speak.
- ☐ I named a contribution someone else made.
- ☐ I took responsibility for part of our work.
- ☐ I considered a change when it would help our goal.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Welcome Message

Plan a one-minute welcome message for new students with two useful tips and a speaking part for each group member.

TOPIC

Indoor Break

Plan a 15-minute indoor break with one quiet option, one active option, and a setup job for each group member.

TOPIC

Class Showcase

Plan a two-minute spoken pitch for a class showcase that names two things students could display and gives each group member a speaking part.

ROLE CARDS · one per player

ROLE

Voice Scout

Watch for chances to invite each person to add an idea.

ROLE

Credit Keeper

Notice whose ideas help the plan and name their contributions.

ROLE

Task Tracker

Check that the group shares the work needed for its plan.

ROLE

Bridge Builder

When ideas differ, look for a change that could help the group reach its goal.

MOVE CARDS · deal 4 to each player

MOVE CARD

NAME CONTRIBUTION

"One helpful idea from [name] is ____."

MOVE CARD

GIVE CREDIT

"I want to give credit to [name] for ____."

MOVE CARD

OWN A JOB

"I can take responsibility for ____."

MOVE CARD

SHARE THE WORK

"To share the work, I can handle ____."

MOVE CARD

ADJUST AN IDEA

"I could adjust my idea to ____."

MOVE CARD

MAKE ROOM

"I can make room for your idea by ____."

MOVE CARD

STATE THE PLAN

"Our plan now is ____."

MOVE CARD

FIND AGREEMENT

"We agree on ____."

Cards last longer on thick paper.

Plan It Together

RUNNING THE ROUNDS

Run another eight-minute round with a new topic, rotate roles, and reshuffle both sets of MOVE cards before dealing. If participation is uneven, prompt the group to invite a quieter voice or redistribute work, but stop at the set time and do not require every card to be played.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	For the welcome message, I suggest two tips: check your schedule and use a school map. I can say the opening.
Theo	One helpful idea from Maya is the map tip. I can say that part.
Nia	I had wanted a club tip, but I could adjust my idea to the schedule tip. I can say it.
Ava	I can take responsibility for the closing.
Maya	Our plan now is my opening, Nia's schedule tip, Theo's map tip, and Ava's closing.

LISTEN FOR

- Students name a peer's specific contribution.
- Students divide real parts of the task among group members.
- Students offer a useful adjustment when ideas actually differ.
- Students report full agreement or remaining differences accurately, with reasons for views they keep.

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