LESSON MAKER PRO

Idea Chain

Build a discussion about reading and writing choices.

GRADE 8 · 8.1.S.2

8.1.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. Play a card only when its words fit what you mean.
2. Listen before you respond to another person's idea.
3. Give a detail or reason when you can.
4. You may agree, disagree, or keep your view.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card and read it aloud.
2. Take one ROLE card. With three players, take the first three roles and all share the Map Maker job.
3. Shuffle two sets of MOVE cards and deal four to each player.
4. Set an 8-minute timer. Discuss the topic, and play a MOVE card when you genuinely use its starter.
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 stated my own idea clearly.
- [ ] I connected a comment to someone else's idea.
- [ ] I used a detail or reason to explain an idea.
- [ ] I listened without assuming anyone had changed their view.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Library Box

A student finds a locked box under the library steps with a note that says, 'Return before Friday.' What opening scene would you write to make a reader curious, and why?

TOPIC

Lunch Letter

You are writing a letter asking your school to make lunch 10 minutes longer. Which reason would you put first, and how would you make it convincing?

TOPIC

Missing Page

A story says a student finds a lost notebook with one page torn out. What would you have the student do next, and which detail helps explain your choice?

ROLE CARDS · one per player

ROLE

Idea Starter

Share a clear idea and invite someone else to share one.

ROLE

Link Finder

Listen for chances to connect your idea to someone else's idea.

ROLE

Detail Scout

Notice details on the topic card and invite the group to use them.

ROLE

Map Maker

Keep track of ideas so you can name agreements, differences, or views people still hold.

MOVE CARDS · deal 4 to each player

MOVE CARD

SHARE IDEA

"I think our answer could be ____."

MOVE CARD

OFFER CHOICE

"I would write it so that ____."

MOVE CARD

BUILD ON

"Your idea makes me think we could ____."

MOVE CARD

ADD TO

"Building on what you said, I'd add ____."

MOVE CARD

POINT OUT

"A detail from the card or my experience that supports my idea is ____."

MOVE CARD

GIVE REASON

"One reason I see it this way is ____."

MOVE CARD

ASK WHY

"Can you explain why ____?"

MOVE CARD

MAP IDEAS

"To sum up what we said, our ideas are ____."

Cards last longer on thick paper.

Idea Chain

RUNNING THE ROUNDS

Print two sets of MOVE cards per group so four players can each receive four. Run each round for exactly 8 minutes; unused cards are fine, and a summary should report the group's actual views rather than force agreement. If participation is uneven, prompt the Idea Starter to invite a quieter player to speak without requiring that player to use a card.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I think our answer could be an opening where the student asks a librarian about the box.
Leo	Your idea makes me think we could show the student hiding the box first instead.
Nina	A detail from the card or my experience that supports my idea is the note's deadline, which makes me favor showing the student rush to decide.
Maya	Can you explain why the deadline would make the student hide the box?
Leo	To sum up what we said, our ideas are asking the librarian, hiding the box, and rushing to decide. Maya still favors asking for help, and I still favor hiding it.

LISTEN FOR

- Clear ideas about the scene, story, or letter
- Responses that name and extend a peer's idea
- Reasons tied to a card detail or relevant experience
- Accurate summaries that leave room for agreement or unresolved differences

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