LESSON MAKER PRO

Plan and Credit

Build a speaking plan while sharing the work.

GRADE 9 · 9.1.S.1

9.1.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. Play a card only when its move fits the conversation.
2. Make room for every voice without putting anyone on the spot.
3. Credit a teammate for something they actually contributed.
4. You may keep your view. Do not invent a disagreement or a compromise.

HOW TO PLAY Teams of 3 or 4

1. Form a group of three or four. Choose one TOPIC card and read its task aloud.
2. Each player takes one ROLE card. With three players, take the first three roles and share the fourth role's job.
3. Set an end time eight minutes from now. Use two copies of the MOVE cards and deal four to each player.
4. Plan your response to the topic. When you genuinely use a MOVE card's starter aloud, finish the sentence and place the card in the middle.
5. Stop at the agreed end time, even if cards remain. Briefly state your plan and any agreement or differences that remain.

AFTER THE ROUND Check what you did

- [ ] I named an actual contribution a teammate made.
- [ ] I took responsibility for a clear part of our plan.
- [ ] I stayed open to a useful change without forcing one.
- [ ] I can say where we agreed or still differed and give a reason for a view I kept.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

New Student Welcome

Plan a two-minute welcome for new students. What will you say, and who will prepare and speak each part?

TOPIC

Club Pitch

Plan a two-minute pitch for a club students could start. What is the club, what reasons will you give, and who will prepare and speak each part?

TOPIC

School Day Podcast

Plan a three-minute podcast about a school-day challenge. What will you focus on, how will you open, and who will prepare and speak each part?

ROLE CARDS · one per player

ROLE

Voice Scout

Notice who has not had a chance to contribute and invite them in without demanding an answer.

ROLE

Credit Keeper

Notice useful ideas and work so the group can name who contributed them.

ROLE

Job Mapper

Check that each person has a clear, manageable part of the plan.

ROLE

Plan Checker

Check whether the plan fits the time and help the group state agreements and differences honestly.

MOVE CARDS · deal 4 to each player

MOVE CARD

NAME CREDIT

"____'s idea about ____ helps us by ____."

MOVE CARD

NAME EFFORT

"I want to credit ____ for ____, which helped us ____."

MOVE CARD

OFFER WORK

"I can handle ____; who can take ____?"

MOVE CARD

CHECK JOBS

"Let's check our jobs: ____ is doing ____, and I can do ____."

MOVE CARD

SUGGEST CHANGE

"To make ____ work, could we ____?"

MOVE CARD

ADJUST PART

"I can change ____ to ____ if that helps us ____."

MOVE CARD

STATE STATUS

"We agree on ____, and we [agree / still differ] on ____."

MOVE CARD

EXPLAIN VIEW

"I [changed / kept] my view about ____ because ____."

Cards last longer on thick paper.

Plan and Credit

RUNNING THE ROUNDS

Run each round for eight minutes, then allow a brief, truthful report of the plan and any unresolved differences. If participation is uneven, point the Voice Scout toward an open invitation and help the group identify manageable jobs without assigning a view to anyone. Unused cards are expected; a student may keep a position when they can support it with a concrete reason.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I can handle the opening; who can take the tips?
Jordan	I can handle the office tip; who can take the ending?
Sam	Jordan's idea about the office tip helps us by giving new students a clear first stop. I can write the ending.
Maya	To make our two-minute limit work, could we keep just the office tip?
Jordan	We agree on using one office tip, and we agree on who will prepare each part.

LISTEN FOR

- Specific credit for a teammate's idea or work
- Clear offers and checks that spread preparation and speaking jobs
- A possible adjustment offered for a real need, not a forced compromise
- An accurate account of agreement or remaining differences, with reasons

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