LESSON MAKER PRO

Lines and Links

Write a little, then discuss what works and why.

GRADE 9 · 9.1.S.2

9.1.S.2 "Students will follow agreed-upon rules as they engage in collaborative discussions about what they are reading and writing, expressing their own ideas clearly, building on the ideas of others..."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Let each person finish speaking.
2. Give reasons for your ideas.
3. Challenge an idea respectfully, not the person.
4. Use a move card only when it fits what you really think.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card and set an eight-minute timer.
2. Each take a ROLE card. With three players, leave out Time Keeper and share that job.
3. Make two copies of the eight MOVE cards. Shuffle them and deal four to each player.
4. Work on the topic together. When a starter fits your thinking, finish it aloud and place that card in the middle.
5. With one minute left, sum up your views. Stop at eight minutes, even if cards remain, then check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I followed our rules and let others finish.
- [ ] I explained an idea about the words we wrote.
- [ ] I built on someone else's idea.
- [ ] I could agree, disagree respectfully, or keep my view for a reason.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Opening Choice

Write two possible first lines for a story about a lost backpack, then discuss which line makes you want to read on and why.

TOPIC

Clear Announcement

Write a two-sentence announcement about a school schedule change, then read it and discuss what a reader might misunderstand.

TOPIC

Mystery Ending

Write two sentences about a student finding a strange note, then draft two possible final lines and discuss which one fits the clues you wrote.

ROLE CARDS · one per player

ROLE

Voice Guide

Invite each person to share an idea without pressuring anyone to disagree.

ROLE

Word Scout

Ask the group to point to words in its draft that support an idea.

ROLE

Idea Linker

Listen for chances to connect a new idea to something someone already said.

ROLE

Time Keeper

Watch the timer and invite a summary when one minute remains.

MOVE CARDS · deal 4 to each player

MOVE CARD

OFFER IDEA

"I think ____ because ____."

MOVE CARD

OFFER OPTION

"One option is ____; it could work because ____."

MOVE CARD

BUILD ON

"Adding to what ____ said, ____."

MOVE CARD

MAKE CONNECTION

"That connects to ____'s idea because ____."

MOVE CARD

CHECK WORDS

"I still think ____ because the words ____ support it."

MOVE CARD

DISAGREE RESPECTFULLY

"I see why ____, but I think ____ because ____."

MOVE CARD

SUM UP

"So far, our views on ____ are ____ because ____."

MOVE CARD

NAME REASONS

"We agree or differ on ____; our reasons are ____."

Cards last longer on thick paper.

Lines and Links

RUNNING THE ROUNDS

Print two copies of the MOVE cards for each group, and run eight-minute rounds with a new topic, roles, and shuffled deal each time. If participation is uneven, prompt the Voice Guide to invite a quieter member in without requiring a card play. Accept unused cards, full agreement, unresolved differences, and a position a student keeps for a reason supported by the draft.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I think 'My backpack was gone when the bell rang' works because the problem is clear right away.
Jules	Adding to what Maya said, the bell makes the search feel urgent.
Ari	One option is 'The last bus left, and my backpack was still missing'; it could work because the reader wonders how the student will get home.
Jules	I see why Ari likes that line, but I think Maya's works better because it starts with the missing backpack.
Maya	So far, our views on the stronger opening are different because Jules and I want the problem first, while Ari wants a question about getting home.

LISTEN FOR

- Ideas explained with reasons tied to the group's draft
- A response that names and extends another speaker's idea
- Respectful disagreement only when a student genuinely differs
- A summary that accurately represents agreement or unresolved views

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