LESSON MAKER PRO

Community Choice Cards

Use what you know to make a community proposal.

GRADE 4 · 4.P.1.2.D

4.P.1.2.D "Reinforce understanding of social studies content through collaborative inquiries and the completion of authentic tasks and assessments."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Listen before you respond.
2. Use real examples, not made-up facts.
3. Think about people with different needs.
4. You may agree, disagree, or keep your view. Record it honestly.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card and read its task aloud.
2. Each player takes one ROLE card. With 3 players, take turns doing the fourth role's job.
3. Deal each player 4 MOVE cards from two copies of the MOVE cards.
4. Set a timer for 8 minutes. When you truly use a card's sentence starter, play it to the middle.
5. Stop when time is up, even if cards remain. Write your proposal and reasons, or record ideas you have not settled.

AFTER THE ROUND Check what you did

- [ ] I helped make a proposal about a community place.
- [ ] I used an example I have seen to support or test an idea.
- [ ] I thought about how our choice could affect different neighbors.
- [ ] I helped record our agreement, our different views, or why a view stayed the same.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Playground Rule Proposal

Write one rule for a public playground that helps neighbors share it, and explain why.

TOPIC

Safer Crossing Request

Write a request to your town for one way to make a street crossing safer, and explain your choice using what you have seen.

TOPIC

Community Event Plan

Plan one free event at a public park that helps neighbors get to know their community, and explain whom it would serve.

ROLE CARDS · one per player

ROLE

Idea Maker

Suggest a choice that could answer the TOPIC card's task.

ROLE

Example Scout

Ask for examples from places the group has seen or used.

ROLE

Neighbor Checker

Ask whose needs the group's choice would meet or miss.

ROLE

Note Keeper

Write the group's reasons and record any differences that remain.

MOVE CARDS · deal 4 to each player

MOVE CARD

SUGGEST CHOICE

"I suggest ____."

MOVE CARD

SUGGEST CHOICE

"A choice we could try is ____."

MOVE CARD

SHARE EXAMPLE

"From what I've seen, ____ could help because ____."

MOVE CARD

SHARE EXAMPLE

"An example I've noticed is ____, and it matters because ____."

MOVE CARD

CHECK NEEDS

"A neighbor who might need something different is ____."

MOVE CARD

CHECK NEEDS

"We should check whether this works for ____."

MOVE CARD

RECORD THINKING

"Our group's current ideas and reasons are ____."

MOVE CARD

RECORD THINKING

"Our final note can say ____."

Cards last longer on thick paper.

ANSWER KEY

Community Choice Cards

GRADE 4 · 4.P.1.2.D

RUNNING THE ROUNDS

Prepare two copies of the MOVE cards for each group, and run each round for exactly 8 minutes. Check that the written note includes reasons, whether the group agrees or still has different views; an evidence-supported unchanged view is valid. If participation is uneven, invite quieter players to use a role or MOVE card, but do not require anyone to play every card.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	I suggest a rule that everyone takes turns on the swings.
Ben	From what I've seen, taking turns could help because more children get to use the swings.
Cora	I agree with taking turns. A neighbor who might need something different is a younger child who needs more time to sit down.
Ava	I agree. A choice we could try is starting each turn once the rider is seated.
Ben	I agree. Our final note can say: Take turns on the swings. Start each turn when the rider is seated so more children can use the swings and each rider has time to get ready.

LISTEN FOR

- A community proposal tied to the TOPIC card's task
- An example from experience used to support or test a choice
- A question or comment about different neighbors' needs
- A note that accurately states agreement or unresolved differences with reasons

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