LESSON MAKER PRO

Colonies in Conversation

Use a cartoon and a plan to discuss working together.

GRADE 5 · 5.C.2.4.C

5.C.2.4.C "Examine early discussions on intercolonial cooperation exemplified by the Albany Plan of Union and Benjamin Franklin's "Join or Die" political cartoon."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Franklin's 1754 "Join, or Die" cartoon shows a snake in pieces labeled for colonies.
2. The 1754 Albany Plan proposed a shared council for colonies.
3. Use details from the cards to explain your ideas.
4. You may agree, disagree, or stay unsure.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card and read its question aloud.
2. Each player takes one ROLE card. With three players, take the first three roles and share the fourth job.
3. Shuffle two sets of MOVE cards. Deal four cards to each player.
4. Talk for 8 minutes. When a starter fits what you want to say, finish it aloud and play the card to the middle.
5. Stop when 8 minutes are up, even if you have cards left. Then check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I can explain a message in Franklin's cartoon using one of its details.
- [ ] I can explain how the Albany Plan suggested colonies could work together.
- [ ] I can connect an idea in the cartoon to an idea in the plan.
- [ ] I can say where our group agreed or differed and support my view, even if it stayed the same.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Snake Message

What might Franklin's snake cartoon tell colonies about working together?

TOPIC

Council Choices

How might a shared council help colonies act together, and what might be difficult about using one?

TOPIC

Two Ways

Which might help a colonist understand cooperation more, the snake cartoon or the Albany Plan's shared council, and why?

ROLE CARDS · one per player

ROLE

Image Scout

Notice details in the cartoon and ask what they might mean.

ROLE

Plan Scout

Watch for ideas about what a shared council could help colonies do.

ROLE

Link Maker

Look for a connection between the cartoon and the plan.

ROLE

Fair Voice

Make room for each person to speak and notice where ideas match or differ.

MOVE CARDS · deal 4 to each player

MOVE CARD

CARTOON CLUE

"The snake's pieces make me think ____"

MOVE CARD

CARTOON CLUE

"The words "Join, or Die" suggest ____"

MOVE CARD

PLAN IDEA

"The plan's shared council could ____"

MOVE CARD

PLAN IDEA

"One choice a shared council might help colonies make is ____"

MOVE CARD

MAKE A LINK

"Both the cartoon and the plan point to ____"

MOVE CARD

MAKE A LINK

"The cartoon gives a warning, while the plan offers ____"

MOVE CARD

FAIR SUMMARY

"We all agree that ____, and the card detail ____ supports it."

MOVE CARD

FAIR SUMMARY

"We still see ____ differently; I keep my view because the card says ____"

Cards last longer on thick paper.

ANSWER KEY

Colonies in Conversation

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RUNNING THE ROUNDS

Run one 8-minute round per topic, reshuffling and redealing between rounds. With three players, the first three roles share the Fair Voice job. Do not require every card to be played or every player to change an opinion; invite quieter players in without forcing a disagreement.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	The snake's pieces make me think the colonies might be weaker if they stay apart.
Ben	The plan's shared council could help colonies make choices together, so the plan helps me understand cooperation more.
Cam	The cartoon gives a warning, while the plan offers a way for colonies to work together.
Di	The words "Join, or Die" suggest the colonies should unite, so the cartoon helps me more.
Ben	We still see which card helps most differently; I keep my view because the card says "shared council."

LISTEN FOR

- Uses the snake's pieces or the cartoon's words to explain its call for unity.
- Explains that the Albany Plan proposed a shared council for colonies.
- Connects the cartoon's message with the plan's approach to cooperation.
- Reports agreement or differences accurately and supports a view with a card detail.

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