LESSON MAKER PRO

Colonial Choices

Use evidence to discuss how colonists governed and worked together.

GRADE 5 · 5.C.2.4

5.C.2.4 "Analyze the forms of self-government in the colonies. Explain how English traditions of limited government (Parliament's relationship to the monarchy) and ethical traditions reflected in colonial covenants and political writings which..."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Use facts from the TOPIC card to support your ideas.
2. Say when an idea is possible but not proven.
3. Let each player have a chance to speak.
4. You may agree, still differ, or keep your view. Do not force a MOVE card to fit.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card and set a timer for eight minutes.
2. Take one ROLE card each. With three players, everyone also shares the fourth role.
3. Shuffle two copies of the eight MOVE cards and deal four to each player. Set extra cards aside.
4. Discuss the topic. When you truly use a MOVE starter, finish it aloud and place that card in the middle.
5. Stop when the timer ends, even if cards remain. Check the reflection statements that fit your round.

AFTER THE ROUND Check what you did

- [ ] I can explain who made a decision or limited someone's power in our topic.
- [ ] I can describe how a colonial practice gave people a voice or helped groups work together.
- [ ] I can tell which connections our topic supports and which remain uncertain.
- [ ] I used a topic fact to support my view, whether or not my view changed.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Rules for Rulers

Parliament could limit a king's power, and some colonists wrote covenants, or promises about governing together. How might these English and colonial ideas have shaped self-government?

TOPIC

Who Has Voice?

Colonists voted on local issues in town meetings, elected lawmakers to colonial legislatures, and used charters that set rules for colonies. How did these tools help colonists govern themselves?

TOPIC

Ideas for Union

The Haudenosaunee nations formed a confederacy, while Franklin's "Join, or Die" cartoon and Albany Plan of Union urged colonies to work together. What does each example show about unity, and what can we say or not say about their connections?

ROLE CARDS · one per player

ROLE

Fact Finder

Listen for details from the TOPIC card that support the group's ideas.

ROLE

Power Spotter

Notice who makes decisions and how their power is limited or shared.

ROLE

Idea Linker

Look for connections among the ideas or institutions on the TOPIC card.

ROLE

Claim Checker

Help the group tell the difference between what the card says and what it only suggests.

MOVE CARDS · deal 4 to each player

MOVE CARD

FIND DETAIL

"A detail from the topic is ____."

MOVE CARD

FIND DETAIL

"Another detail from the topic is ____."

MOVE CARD

EXPLAIN LINK

"This connects to self-government because ____."

MOVE CARD

EXPLAIN LINK

"One idea may have shaped another by ____."

MOVE CARD

COMPARE POWER

"These are alike because ____."

MOVE CARD

COMPARE POWER

"One difference is ____."

MOVE CARD

CHECK CLAIM

"The topic shows ____, but it does not prove more than that."

MOVE CARD

HONEST WRAP

"Our group ends with ____."

Cards last longer on thick paper.

Colonial Choices

RUNNING THE ROUNDS

Run three eight-minute rounds, changing TOPIC cards and roles each round. Invite a quieter student to use a fitting card, but do not require every student to play all four cards. Accept an evidence-supported unchanged view, full agreement, or a clearly stated unresolved difference.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	A detail from the topic is that colonists voted on local issues in town meetings.
Leo	Another detail from the topic is that colonists elected lawmakers to colonial legislatures.
Nia	These are alike because both gave colonists a voice in decisions.
Maya	One difference is that people voted on local issues in town meetings, while elected lawmakers served in legislatures.
Leo	Our group ends with agreement that these tools gave colonists a voice, while charters set rules for their colonies.

LISTEN FOR

- Uses Parliament's limits on the monarchy and colonial covenants to explain ideas about limited government.
- Distinguishes voting in town meetings, elected colonial legislatures, and rules set by charters.
- Explains how the Albany Plan of Union and "Join, or Die" urged colonial cooperation.
- Treats the Haudenosaunee Confederacy as a possible influence without claiming the card proves a direct link.

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