LESSON MAKER PRO

# Voices in Action

*Share ideas through respectful talk and peaceful protest.*

**GRADE 5 · 5.C.6.5.C**

**5.C.6.5.C** "how citizens exchange ideas through peaceful protest and civil discourse"

NAME _____ DATE _____

## OUR GROUND RULES Read together first

1. Listen without interrupting.
2. Talk about ideas, not people's worth.
3. Keep protest plans calm, safe, and open to others.
4. You may agree, keep your view, or leave a question open.

## HOW TO PLAY Teams of 3 or 4

1. Form a group of 3 or 4. Choose one TOPIC card and read its question.
2. Take one ROLE card each. With 3 players, use the first three roles and share the fourth role's job.
3. Use two sets of the eight MOVE cards. Deal four cards to each player.
4. Set a timer for 8 minutes. When you use a card's starter and finish its blank, place the card in the middle.
5. Stop when the timer ends, even if cards remain. Check only the reflection statements that are true for you.

## AFTER THE ROUND Check what you did

- [ ] I shared or listened to an idea about a community issue.
- [ ] I treated other people's views with respect.
- [ ] I gave or heard a reason for an idea.
- [ ] I can name a safe, peaceful way to ask for a change.

Cut along the dashed lines

**TOPIC CARDS** · pick one per round

**TOPIC**

### Recess Space

How could students discuss recess space and plan a peaceful protest to ask for a change?

**TOPIC**

### Lunchroom Noise

How could students discuss lunchroom noise and plan a peaceful protest to ask for a change?

**TOPIC**

### Park Play Areas

How could residents discuss play areas at a park and plan a peaceful protest to ask for a change?

**ROLE CARDS** · one per player

**ROLE**

**View Inviter**

Invite each person to share an idea without assuming anyone disagrees.

**ROLE**

**Reason Seeker**

Listen for reasons and examples that support people's ideas.

**ROLE**

**Peace Keeper**

Check that any protest plan is calm, safe, and does not block anyone.

**ROLE**

**Idea Tracker**

Notice agreements, differences, and views that stay the same.

**MOVE CARDS** · deal 4 to each player

**MOVE CARD**

**INVITE IDEAS**

"I'd like to hear your thoughts about ____."

**MOVE CARD**

**ASK A VIEW**

"What idea do you have for ____?"

**MOVE CARD**

**GIVE A REASON**

"I think this could help because ____."

**MOVE CARD**

**SHARE EVIDENCE**

"One thing I've noticed is ____."

**MOVE CARD**

**PLAN PROTEST**

"We could share our ideas peacefully by ____."

**MOVE CARD**

**WRITE A SIGN**

"A respectful protest sign might say ____."

**MOVE CARD**

**SUM UP VIEWS**

"So far, our views are ____."

**MOVE CARD**

**CHECK MY VIEW**

"After listening, my view is ____."

Cards last longer on thick paper.

# Voices in Action



## RUNNING THE ROUNDS

Print two sets of MOVE cards per group so every player can receive four, then stop each round at the agreed 8-minute mark. If participation is uneven, prompt the View Inviter to offer each person a turn, but do not require anyone to play every card or change an opinion.

## WHAT A STRONG ROUND SOUNDS LIKE

| | |
|---|---|
| **Maya** | I'd like to hear your thoughts about using the playground at recess. |
| **Luis** | One thing I've noticed is that several groups want the same spot for games. |
| **Nia** | We could share our ideas peacefully by holding signs that ask for a turn-taking plan. |
| **Omar** | So far, our views are alike: we want space for different games. |
| **Maya** | After listening, my view is still that we should ask for a turn-taking plan, since several groups want the same spot. |

## LISTEN FOR

- An invitation to share ideas without assuming disagreement
- Reasons or observations connected to a proposed change
- A peaceful protest plan that keeps others safe and able to pass
- An honest summary that allows agreement, differences, or an unchanged view

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