LESSON MAKER PRO

Civic Card Lab

Use questions, evidence, and fair decisions to tackle a school issue.

GRADE 5 · 5.P.1

5.P.1 "Apply critical thinking skills to address authentic civic issues. Demonstrate an understanding of the virtue of civil discourse to analyze and address real-world problems..."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1 Listen without interrupting.	**2** Question ideas, not people.
3 Say what you know and what you still need to check.	**4** You may agree, disagree, or keep your view.

HOW TO PLAY Teams of 3 or 4

1. Work in a group of three or four. Choose one topic card and read its question.
2. Take one role each. With three players, use the first three roles and share the View Finder job.
3. Use two copies of the eight move cards. Shuffle and deal four cards to each player. Set any extras aside.
4. Set a 12-minute timer. Take turns speaking. Play a card in the middle only when you genuinely use its starter.
5. Before time is up, use a vote or check for agreement if you are ready, and summarize what happened. Stop when the timer rings, even if cards remain. Then check the reflection statements.

AFTER THE ROUND Check what you did

- ☐ I asked or considered a question that mattered to others.
- ☐ I separated what someone knew from what still needed checking.
- ☐ I considered how experience could shape a point of view.
- ☐ I listened fairly, even if I kept my first view.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Food Waste

What could students and staff try to reduce food waste at school, and how should they decide?

TOPIC

Recess Space

How could students and staff make recess space work well for different activities?

TOPIC

Safe Trips

What could your school community do to make trips to and from school safer?

ROLE CARDS · one per player

ROLE

Question Scout

Ask what the group needs to learn before choosing an action.

ROLE

Evidence Spotter

Notice whether a claim comes from firsthand experience, a trusted source, or a guess.

ROLE

Decision Guide

Make space for each voice, guide a vote or check for agreement, and report the result.

ROLE

View Finder

Ask whose experiences might give them a different view of the issue.

MOVE CARDS · deal 4 to each player

MOVE CARD

ASK WHY

"Why might ____ matter to people at our school?"

MOVE CARD

ASK MORE

"What would we need to find out before deciding ____?"

MOVE CARD

SHARE EVIDENCE

"I noticed ____ firsthand, but I do not know yet ____."

MOVE CARD

CHECK SOURCE

"We heard ____ from ____; how could we check if it is true?"

MOVE CARD

SHARE EXPERIENCE

"My experience with ____ makes me think ____."

MOVE CARD

CONSIDER OTHERS

"Someone who has experienced ____ might see this as ____ because ____."

MOVE CARD

CHOOSE FAIRLY

"After everyone shares a reason, we could decide by ____."

MOVE CARD

SUM UP

"We agree on ____, if anything; our remaining differences or questions are ____."

Cards last longer on thick paper.

Civic Card Lab

RUNNING THE ROUNDS

Print two copies of the move cards per group and run each round for exactly 12 minutes. If participation is uneven, prompt the Decision Guide to invite quieter players in without requiring anyone to play an inapplicable card. Accept full agreement, unresolved differences, or an unchanged view supported by evidence.

WHAT A STRONG ROUND SOUNDS LIKE

Ana	What would we need to find out before deciding how to reduce food waste?
Ben	I noticed unopened apples in the trash firsthand, but I do not know yet if that happens often.
Cora	Someone who has experienced not having enough time to eat might see this as a time problem because they may have to throw food away when lunch ends.
Ana	After everyone shares a reason, we could decide by checking whether we all agree on a first step.
Ben	We agree on asking students what food they throw away, if anything; our remaining question is whether lunch time affects how much gets eaten.

LISTEN FOR

- Firsthand observations stated with clear limits
- Questions about whose experiences shape a view
- A proposed vote or agreement check after all voices are heard
- An accurate summary of agreement and unresolved questions

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