LESSON MAKER PRO

Community Voices

Share clear ideas about decisions at school.

GRADE 5 · 5.P.3.2.C

5.P.3.2.C "Engage in collaborative discussions about appropriate topics and texts, expressing ideas clearly to others in group and whole class settings."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Talk about the topic, not about people.
2. Let others finish before you speak.
3. Give a reason or school example when it helps explain your idea.
4. Say what the group really thinks, even if your ideas differ.

HOW TO PLAY Teams of 3 or 4

1. Form a group of three or four and pick one TOPIC card.
2. Take one ROLE card each. With three players, everyone shares the unclaimed role's job.
3. Shuffle two copies of the eight MOVE cards. Deal four cards to each player.
4. Set an 8-minute timer. Discuss the topic and do your role's job. Play a MOVE card only when you naturally use its starter.
5. Stop when the timer rings, even if cards are left. Check the reflection statements that are true for you.

AFTER THE ROUND Check what you did

- [ ] I explained an idea clearly to my group.
- [ ] I gave a reason or school example for an idea.
- [ ] I listened and made room for others to speak.
- [ ] I described our ideas honestly, whether we agreed, differed, or I kept my view for a reason.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

New Student Map

Which places would help a new student most on a school map, and why?

TOPIC

Shared Playground

What rules would help students share a busy playground fairly?

TOPIC

Welcoming School

What could our class do to make our school more welcoming, and why?

ROLE CARDS · one per player

ROLE

Clear Speaker

Share a clear idea about the topic and explain what you mean if someone asks.

ROLE

Reason Scout

Listen for reasons and school examples, and ask for one when an idea needs support.

ROLE

Voice Guide

Offer a turn to someone who has spoken less, and let them pass if they wish.

ROLE

View Tracker

Notice where ideas match and where they differ without trying to make everyone agree.

MOVE CARDS · deal 4 to each player

MOVE CARD

SHARE IDEA

"I think ____."

MOVE CARD

SHARE IDEA

"My idea is ____."

MOVE CARD

GIVE REASON

"One reason is ____."

MOVE CARD

GIVE EXAMPLE

"For example, at school, ____."

MOVE CARD

INVITE IDEA

"What do you think about ____?"

MOVE CARD

ASK WHY

"Can you explain why ____?"

MOVE CARD

TRACK VIEWS

"So far, our group has these views: ____."

MOVE CARD

REFLECT ON IDEA

"After listening, I think ____ because ____."

Cards last longer on thick paper.

ANSWER KEY

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RUNNING THE ROUNDS

Print two copies of the MOVE cards per group so four players can each receive four cards. Run 8-minute rounds with a new TOPIC card and reshuffled MOVE cards; unused cards are expected. If participation is uneven, prompt the Voice Guide to offer a turn, but allow students to pass and do not require agreement or a changed opinion.

WHAT A STRONG ROUND SOUNDS LIKE

Ada	I think the map should show the library.
Ben	One reason is that new students may need to find books.
Cora	What do you think about showing the lunchroom, Dev?
Dev	My idea is to show the lunchroom too, since everyone needs to find it.
Ada	So far, our group has these views: the library and lunchroom would both help new students.

LISTEN FOR

- Clear ideas that answer the topic question
- Reasons or familiar school examples that explain ideas
- Questions that invite and respond to other students' thinking
- Accurate accounts of agreement or differences, without forced compromise

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