LESSON MAKER PRO

Perspective Play

Test how background shapes a message.

HIGH SCHOOL · AWH.P.3.2

AWH.P.3.2 "Students will apply critical reading and thinking skills to interpret, evaluate, and respond to a variety of complex texts and perspectives..."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Listen without interrupting.
2. Name the speaker whose claim you discuss.
3. Treat guesses about motives as guesses.
4. You may agree, disagree, or keep your view.

HOW TO PLAY Teams of 3 or 4

1. Pick one TOPIC card.
2. Take one ROLE card each. With three players, share the fourth job.
3. Shuffle enough copies of the six MOVE cards. Deal four cards to each player.
4. Discuss for eight minutes. When a starter fits, finish it aloud and play the card.
5. Stop at eight minutes. Leave unused cards, then check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I linked a speaker's background to a possible purpose.
- [ ] I checked how claims differed or where bias might appear.
- [ ] I listened and asked a clarifying question.
- [ ] I stated our real agreement or differences. I could keep my view if evidence supported it.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Memorial Choice

A longtime resident wants to keep a town statue; a newer resident wants it moved. How might their experiences shape their goals, and what would help you judge their claims?

TOPIC

School Phones

An alum from before smartphones wants phones put away all day; a current student wants access at lunch. How might their experiences shape their goals, and what would help you judge their claims?

TOPIC

Festival Plans

A festival organizer wants to keep its traditions; a new community member wants to add traditions. How might their cultural ties shape their goals, and what would help you judge their claims?

ROLE CARDS · one per player

ROLE

Context Scout

Notice how each speaker's past or community ties might shape their purpose.

ROLE

Purpose Probe

Watch for what each speaker wants the audience to think or do.

ROLE

Claim Tester

Check claims for bias and ask what evidence is missing.

ROLE

Listening Lead

Ask clarifying questions and track real agreement or differences.

MOVE CARDS · deal 4 to each player

MOVE CARD

PAST TO PURPOSE

"That speaker's past may shape their goal because ____."

MOVE CARD

CULTURE TO PURPOSE

"That speaker's community ties may shape their goal because ____."

MOVE CARD

COMPARE CLAIMS

"They reach different conclusions because ____."

MOVE CARD

CHECK BIAS

"That claim may favor one side because ____."

MOVE CARD

CLARIFY MEANING

"When you said that, did you mean ____?"

MOVE CARD

HONEST SUMMARY

"So far, our agreement or remaining difference is ____."

Cards last longer on thick paper.

Perspective Play

RUNNING THE ROUNDS

Run eight-minute rounds with a new topic and freshly dealt moves. If participation is uneven, invite a quieter player to use a fitting card, but do not require anyone to play an inapplicable card or change a supported view.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	That speaker's past may shape their goal because the alum went to school before smartphones and may value fewer interruptions.
Leo	That claim may favor one side because it leaves out reasons students might need phones at lunch.
Inez	They reach different conclusions because the alum wants no phone access all day, while the student wants lunch access.
Maya	When you said students might need phones, did you mean contacting family at lunch?
Leo	So far, our remaining difference is lunch access. I still favor it because I have texted my ride home at lunch.

LISTEN FOR

- Links a speaker's context to a possible purpose without claiming to know their motives.
- Compares conclusions about the same choice.
- Identifies possible bias or evidence needed to test a claim.
- Asks a clarifying question and reports agreement or differences accurately.

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