LESSON MAKER PRO

Civic Listening Lab

Listen closely before making a public decision.

HIGH SCHOOL · MWH.P.3.2.C

MWH.P.3.2.C "Actively listen, evaluate, and analyze a speaker's message, asking questions while engaged in collaborative discussions about social studies topics and texts."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Let each speaker finish before you respond.
2. Describe another person's view accurately before you evaluate it.
3. Question ideas and evidence, not people.
4. Use only cards that fit the discussion. You do not have to disagree or change your mind.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card. Set an eight-minute timer for the discussion.
2. Give each player one ROLE card. With three players, share the fourth role by taking turns doing its job.
3. Shuffle two copies of the eight MOVE cards and deal four cards to each player.
4. Discuss the topic. When you genuinely use a sentence starter on one of your cards, play that card to the middle.
5. Stop when the timer ends, even if you have cards left. Check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I restated someone's point accurately.
- [ ] I asked a question to understand or check a claim.
- [ ] I considered whether an example supported a point.
- [ ] I described our agreement or differences honestly, including if my view stayed the same.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Library Hours

How should a town decide whether to extend public library hours, and whose needs should it consider?

TOPIC

Bus Stop Choices

How should a town choose where to add a bus stop, and what information would help it decide?

TOPIC

Park Space Plans

How should a town decide whether part of a public park should be used for sports or quiet space?

ROLE CARDS · one per player

ROLE

Point Catcher

Listen for each speaker's main point and help the group restate it accurately.

ROLE

Question Builder

Listen for claims that need a follow-up question.

ROLE

Evidence Tester

Listen for examples and consider how well they support a claim.

ROLE

View Tracker

Keep track of agreements, unresolved differences, and views that stay the same.

MOVE CARDS · deal 4 to each player

MOVE CARD

RESTATE POINT

"I hear you saying ____."

MOVE CARD

RESTATE POINT

"So your main point is ____."

MOVE CARD

ASK FOR CLARITY

"Can you explain how ____ affects your view?"

MOVE CARD

ASK FOR EVIDENCE

"What information would help us check ____?"

MOVE CARD

TEST SUPPORT

"That example supports your point because ____."

MOVE CARD

TEST SUPPORT

"I'm not sure that example shows ____."

MOVE CARD

TRACK VIEWS

"Our main takeaway, including any differences, is ____."

MOVE CARD

TRACK VIEWS

"After hearing the reasons, I still think ____."

Cards last longer on thick paper.

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RUNNING THE ROUNDS

Run eight-minute rounds, changing the topic and rotating roles if time permits. If one student dominates, invite quieter players to restate a point or ask a follow-up question; do not penalize unused or inapplicable cards.

WHAT A STRONG ROUND SOUNDS LIKE

Sam	My family can rarely get to our library before closing, so I think the town should consider later hours.
Maya	I hear you saying later hours could help families who cannot visit earlier.
Nina	That example supports your point because your family could use later hours, but it does not tell us how many other residents could.
Leo	What information would help us check whether more residents would use later hours?
Sam	Our main takeaway, including any differences, is that we agree later hours could help some families, and we need to learn how many residents would use them.

LISTEN FOR

- Accurate restatement of a speaker's point before a response
- Follow-up questions that clarify or test a claim
- Evaluation of what an example does and does not support
- Honest summaries of agreement, unresolved differences, or unchanged views

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