LESSON MAKER PRO

Civic Conversation Cards

Listen closely before you weigh a public choice.

HIGH SCHOOL · OKH.P.3.2.C

OKH.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. Respond to what someone said, not what you assume they meant.
3. Ask about reasons and effects, not a person's motives.
4. Play a card only when its starter fits the conversation.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card and read its question aloud.
2. Each player takes one ROLE card. With three players, all three share the job on the unclaimed card.
3. Use two copies of the eight MOVE cards. Shuffle and deal four to each player; set extra cards aside.
4. Set a timer for eight minutes. Discuss the question, and play a MOVE card to the middle when you genuinely use its starter.
5. Stop when the timer ends. Leave unused or inapplicable cards unplayed, then check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I checked that I understood a speaker's idea before responding.
- [ ] I asked a question that helped me understand or examine a claim.
- [ ] I considered how well a reason or example supported a claim.
- [ ] I represented others' views fairly, whether we agreed, differed, or stayed unsure.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

An Empty Lot

How should a town decide whether to turn an empty lot into a park or a parking area, and whose needs should count?

TOPIC

School Bus Stop

What should a town consider before adding a bus stop near a school, and who might be affected?

TOPIC

Student Voice

How should a school gather student views before changing a rule about shared spaces?

ROLE CARDS · one per player

ROLE

Meaning Checker

Listen for ideas you can restate, and check whether you understood each speaker.

ROLE

Question Finder

Notice claims that need a question about who is affected or what the speaker means.

ROLE

Reason Tester

Listen for reasons and examples, and consider how well they support each claim.

ROLE

View Mapper

Track what each person actually says, including agreement, differences, and views that remain unclear.

MOVE CARDS · deal 4 to each player

MOVE CARD

CHECK MEANING

"So you're saying ____, right?"

MOVE CARD

CHECK MEANING

"I heard you say ____; did I get that right?"

MOVE CARD

ASK IMPACT

"Who else might be affected by ____?"

MOVE CARD

ASK SUPPORT

"What experience or example supports ____?"

MOVE CARD

TEST REASON

"That reason seems strong because ____."

MOVE CARD

TEST REASON

"That reason may leave out ____."

MOVE CARD

LINK IDEAS

"Building on your point, I think ____."

MOVE CARD

SUM UP

"So far, I heard ____."

Cards last longer on thick paper.

Civic Conversation Cards

RUNNING THE ROUNDS

Run an eight-minute round with one topic, then switch roles and topics for another round if time allows. With three players, all three share whichever role is unclaimed. Invite quieter players to respond, but do not require every card to be played or anyone to disagree, compromise, or change an evidence-supported position.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	I would ask residents and workers before deciding whether the empty lot becomes a park or parking. They would use the space.
Jay	So you're saying residents and workers should be heard because they would use the space, right?
Mia	Yes, that's what I mean.
Noah	Who else might be affected by the choice, even if they do not live or work nearby?
Ava	So far, I heard Mia propose asking residents and workers, Jay check her meaning, and Noah ask about other people affected. Mia's reason matters because those people would use the lot. We have not chosen between a park and parking area.

LISTEN FOR

- Accurate restatements that the original speaker can confirm or correct
- Questions that probe a claim's meaning, support, or effects on others
- Evaluations that explain what a reason supports or leaves out
- Summaries that distinguish stated agreement from unresolved or unclear views

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