LESSON MAKER PRO

Listen, Question, Weigh

Use what you hear to move a civic discussion forward.

HIGH SCHOOL · WG.P.3.2.C

WG.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. Use reasons and examples, and say when you need more information.
4. Do not invent a disagreement or change your view just to play a card.

HOW TO PLAY Teams of 3 or 4

1. Form a group of 3 or 4. Choose one TOPIC card and read its question aloud.
2. Take one ROLE card each. With 3 players, share the Bridge Builder job as a group.
3. Shuffle two copies of each MOVE card, deal 4 to each player, and set a 10-minute timer.
4. Discuss the topic. When a starter fits what you genuinely want to say, finish it aloud and play that card in the middle.
5. Stop when the timer ends, even if you have cards left. Check the reflection statements on your own.

AFTER THE ROUND Check what you did

- [ ] I restated someone's point fairly before responding.
- [ ] I asked a question that clarified or tested a speaker's point.
- [ ] I weighed a speaker's reason or example, not just their opinion.
- [ ] I can explain where our views stand and why, even if my view did not change.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Park Priorities

How should a town decide what to improve first in a public park?

TOPIC

Library Hours

What should a town consider before changing weekend hours at its public library?

TOPIC

School Start Times

How should a school board gather and weigh views before changing the school start time?

ROLE CARDS · one per player

ROLE

Echo Editor

Listen for speakers' main points and check that restatements are accurate.

ROLE

Evidence Scout

Notice which examples support a point and what information is still missing.

ROLE

Question Captain

Ask follow-up questions when a speaker's meaning or reasoning is unclear.

ROLE

Bridge Builder

Track shared views, open questions, and positions people keep for stated reasons.

MOVE CARDS · deal 4 to each player

MOVE CARD

LISTEN BACK

"So you're saying ____."

MOVE CARD

LISTEN BACK

"Your main point seems to be ____."

MOVE CARD

DIG DEEPER

"What do you mean when you say ____?"

MOVE CARD

DIG DEEPER

"What example supports your point that ____?"

MOVE CARD

TEST REASONS

"That example supports the point because ____."

MOVE CARD

TEST REASONS

"That reason has a limit because ____."

MOVE CARD

TRACK VIEWS

"So far, our views on this are ____."

MOVE CARD

TRACK VIEWS

"After listening, my view and the reason for it are ____."

Cards last longer on thick paper.

ANSWER KEY

Listen, Question, Weigh

RUNNING THE ROUNDS

Print two copies of the eight MOVE cards per group; three-player groups leave four cards undealt. Run 10-minute rounds and rotate topics and roles between rounds. Invite quieter students to speak, but do not require anyone to use every card, disagree, or change a position.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I think the town should ask people who rarely use the park, not just regular visitors.
Leo	So you're saying people who rarely visit should also get a say.
Nia	What example supports your point that people who rarely visit should also get a say?
Maya	My cousin avoids our park because its paths are hard for her wheelchair to use.
Finn	That example supports the point because it shows one problem the town might miss if it asks only regular visitors.

LISTEN FOR

- Accurate restatement of a speaker's point before a response
- Follow-up questions tied to a specific claim or unclear term
- Evaluation of what an example does and does not show
- Truthful account of agreement, open questions, or an unchanged position

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