LESSON MAKER PRO

Just the Word

Use exact words to make a group idea clear.

GRADE 3 · 3.L.6

3.L.6 "Acquire and use accurately grade-appropriate conversational, general academic, and domain-specific words and phrases to convey ideas precisely."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Say what you really think. It is fine to agree.
2. Choose words that tell exactly what you mean.
3. Ask if a word is unclear.
4. Keep any MOVE card that does not fit the talk.

HOW TO PLAY Teams of 3 or 4

1. Pick one TOPIC card and read its question together.
2. Each player takes one ROLE card. With three players, share the fourth role.
3. Make one set of MOVE cards for each player. Shuffle the sets together and deal four cards to each player.
4. Start an 8-minute timer. When you truly use a starter in the talk, put that MOVE card in the middle.
5. Stop when the timer rings, even if cards remain. Then check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I used a word that said exactly what I meant.
- [ ] I explained a word or checked what someone meant by it.
- [ ] I named ideas we shared or ideas still being discussed without making up a difference.
- [ ] I could keep my idea if my reason still fit.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Rainy Recess

How could your class have fun indoors with a small space and simple supplies? Describe your plan with exact words.

TOPIC

Better Backpack

What would make a backpack easier to use during a school day? Name the parts you would add or change.

TOPIC

Easy Playground Game

How could you make a playground game easy for new players to learn? Explain its rules with exact words.

ROLE CARDS · one per player

ROLE

Word Spotter

Listen for words that could be more exact, and ask which word fits best.

ROLE

Meaning Maker

Ask what an important word means in a player's idea.

ROLE

Detail Detective

Ask for a detail that helps make an idea clear.

ROLE

Idea Tracker

Keep track of the group's exact words for shared ideas and ideas still being discussed.

MOVE CARDS · deal 4 to each player

MOVE CARD

NAME IT

"A more exact word for my idea is ____."

MOVE CARD

NAME IT

"A clear name for it is ____."

MOVE CARD

EXPLAIN MEANING

"When I say that word, I mean ____."

MOVE CARD

EXPLAIN MEANING

"In this idea, that word means ____."

MOVE CARD

ADD DETAIL

"A detail that helps explain my idea is ____."

MOVE CARD

GIVE REASON

"I still think this fits because ____."

MOVE CARD

CHOOSE WORDS

"I chose that word because ____."

MOVE CARD

SUM UP

"Our ideas so far are ____."

Cards last longer on thick paper.

Just the Word

RUNNING THE ROUNDS

For each round, provide one complete set of MOVE cards per player, then shuffle the sets together before dealing. Run each round for exactly 8 minutes, and allow unused cards when a starter does not fit. If participation is uneven, invite quieter players to speak without requiring a card play, disagreement, or a change of opinion.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	A more exact word for my idea is sketching.
Noah	In this idea, that word means making quick drawings with pencils.
Zoe	A detail that helps explain my idea is that each person could sketch at a desk.
Mia	I still think this fits because pencils and paper fit on desks.
Noah	Our ideas so far are to sketch at desks with paper and pencils.

LISTEN FOR

- A specific word replaces a broad one and makes the idea clearer.
- A student explains what a word means in this particular idea.
- A detail or reason supports the student's chosen words.
- A summary accurately names shared ideas or ideas still being discussed.

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