LESSON MAKER PRO

Plan It Together

Use teamwork to make a plan that works.

GRADE 3 · 3.SL.1.e

3.SL.1.e "Cooperate and problem solve as appropriate for productive group discussions."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Listen before you answer.
2. Make room for every voice.
3. Play a card only when its words fit what you mean.
4. You can keep your idea. Give a reason for it.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card and read the task aloud.
2. Each player takes one ROLE card. With three players, leave Wrap Watcher aside and share that job.
3. Use two copies of each MOVE card. Shuffle all 16 cards, deal four to each player, and set any extras aside.
4. Set a timer for 8 minutes. Talk about the task. When you use a MOVE card's starter, place that card in the middle.
5. Before time is up, name your plan or what is still open. Stop when the timer rings, even if you have cards left.

AFTER THE ROUND Check what you did

- [ ] I made room for someone else's idea.
- [ ] I listened for a snag in our plan.
- [ ] I helped the group find a fix when we needed one.
- [ ] I helped name our plan or what was still open.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Rainy Recess

What could your class do during indoor recess so everyone has a way to join in?

TOPIC

One Marker Box

How could your group share one box of markers while making a poster?

TOPIC

Quick Cleanup

How could your group put away art supplies in five minutes so everyone helps?

ROLE CARDS · one per player

ROLE

Turn Guide

Watch for someone who has not spoken and invite them to share.

ROLE

Snag Finder

Notice any real problem that could make the group's plan hard to use.

ROLE

Fix Finder

When a snag comes up, ask the group how to handle it.

ROLE

Wrap Watcher

As time runs low, ask the group to name its plan or what is still open.

MOVE CARDS · deal 4 to each player

MOVE CARD

INVITE AN IDEA

"____, what do you think we should try?"

MOVE CARD

ASK FOR MORE

"____, what would you add?"

MOVE CARD

SPOT A SNAG

"A snag might be ____."

MOVE CARD

FIND A FIX

"To solve that snag, we could ____."

MOVE CARD

BUILD A PLAN

"We could add to that idea by ____."

MOVE CARD

GIVE A REASON

"I still think we should ____ because I noticed ____."

MOVE CARD

NAME OUR PLAN

"Our plan so far is ____."

MOVE CARD

NAME OPEN CHOICES

"We still have different ideas about ____."

Cards last longer on thick paper.

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RUNNING THE ROUNDS

Run 8-minute rounds with a fresh topic and a shuffled set of 16 move cards. If participation is uneven, prompt the Turn Guide to invite a voice without requiring anyone to play an inapplicable card. Accept full agreement, unresolved choices, or an unchanged position supported by a reason.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	Ben, what do you think we should try?
Ben	I still think we should pass the marker box because I noticed it worked when we made our last poster.
Ana	A snag might be two people needing the same color.
Ben	To solve that snag, we could ask for the color and wait until it is free.
Mia	Our plan so far is to pass the box and ask for a color if we need one.

LISTEN FOR

- Invitations that give quieter members a chance to contribute
- Real obstacles named without dismissing an idea
- Fixes that respond to the obstacle the group identified
- Accurate summaries that leave room for agreement or open choices

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