LESSON MAKER PRO

Screen to Share

Write together, then share your words.

GRADE 3 · 3.W.6

3.W.6 "Use technology and keyboarding skills to produce and publish writing, with guidance and support both individually and collaboratively."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Take turns using the keyboard.
2. Play a move card only when you really use its starter.
3. Keep names and private information out of your writing.
4. It is fine to agree, disagree, or keep your idea.

HOW TO PLAY Teams of 3 or 4

1. Pick one topic card. Open a document on a computer or tablet with a keyboard.
2. Each player takes one role card. With three players, share the fourth job.
3. Shuffle two sets of move cards. Deal four cards to each player.
4. For 12 minutes, write, check, and edit together. Play a card when you use its starter. Show your screen to another group before time is up.
5. Stop at 12 minutes. Leave unused cards aside. Check only the reflection statements that are true for you.

AFTER THE ROUND Check what you did

- [ ] I took a turn typing words for our reader.
- [ ] I helped check or change words on the screen.
- [ ] I helped show our writing to another group.
- [ ] I told the truth about whether we agreed or had different ideas, and I could point to words on the screen to explain an idea I kept.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Indoor Recess

What short message can you write for classmates about a fun indoor recess activity?

TOPIC

Shared Table

What short directions can you write to help classmates keep a shared table tidy?

TOPIC

New Student Welcome

What welcome note can you write for a new student in your class?

ROLE CARDS · one per player

ROLE

Turn Keeper

Make sure each player gets a turn to type.

ROLE

Screen Reader

Read the words on the screen aloud so the group can check them.

ROLE

Edit Spotter

Watch for places where typing or word changes could help the reader.

ROLE

Share Scout

Watch the time and help the group show its screen to another group.

MOVE CARDS · deal 4 to each player

MOVE CARD

TYPE TEXT

"I can type ____ as our first line."

MOVE CARD

TYPE TEXT

"I can add ____ after that line."

MOVE CARD

SCREEN EDIT

"I'll use the keyboard to fix ____."

MOVE CARD

SCREEN EDIT

"I see a missing ____, so I'll type it."

MOVE CARD

READER CHECK

"This part may confuse our reader: ____."

MOVE CARD

READER CHECK

"I still think ____ because the screen shows ____."

MOVE CARD

SHARE SUMMARY

"Our screen says ____; we agree on it."

MOVE CARD

SHARE SUMMARY

"Our screen says ____; we still have different ideas about it."

Cards last longer on thick paper.

Screen to Share

RUNNING THE ROUNDS

Provide each group with a keyboard-equipped device and two printed sets of move cards. Run a 12-minute round, then change topics or roles for another round if time allows. Uneven card use is expected; check that every player has a typing turn, and accept unfinished writing and unused cards.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	I can type 'Welcome! Ask anyone if you need help.' as our first line.
Leo	This part may confuse our reader: 'anyone' might mean a visitor.
Ava	I'll use the keyboard to fix 'anyone' to 'your teacher'.
Mia	I still think 'your teacher' is clear because the screen shows who can help.
Leo	Our screen says 'Welcome! Ask your teacher if you need help.'; we agree on it.

LISTEN FOR

- Players name the words they type and take turns at the keyboard.
- Players read the screen and make a specific edit for their audience.
- Players show their writing to another group within the time limit.
- Players summarize agreement or differences honestly and point to on-screen words when explaining a position.

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