LESSON MAKER PRO

Solve It Together

Use your cards to help your group make a plan.

GRADE 4 · 4.SL.1.e

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

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Let each person finish speaking.
2. Play a card only when its words fit what you really mean.
3. You may keep your idea and explain why.
4. It is okay to agree fully or leave a question open.

HOW TO PLAY Teams of 3 or 4

1. Form a group of three or four and choose one TOPIC card.
2. Each player takes one ROLE card. With three players, take the first three roles and share the fourth job.
3. Shuffle two copies of each MOVE card, 16 cards total. Deal four to each player and set extras aside.
4. Set an 8-minute timer. When a starter fits, say it with your own ending, then place that card in the middle.
5. Stop when the timer rings, even if cards remain. Check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I invited someone to help solve a problem.
- [ ] I offered an idea or reason that helped the group.
- [ ] I checked whether we agreed or still had different ideas.
- [ ] I named what we decided, what stayed open, or why I kept my idea.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Shared Supply Plan

Your group has one box of markers for a poster. How can everyone use them and help finish the poster?

TOPIC

Noisy Group Work

Your group needs to talk, but nearby groups need quiet. What plan could help everyone work?

TOPIC

Recess Game Plan

Some classmates want to join a game that has already started. How could the players include them?

ROLE CARDS · one per player

ROLE

Voice Finder

Invite someone who has not spoken much to share an idea.

ROLE

Fix Finder

Notice a problem in the task and help the group think of ways to solve it.

ROLE

Reason Scout

Ask for reasons and help the group consider how an idea would work.

ROLE

Status Tracker

Check what the group agrees on and what is still open.

MOVE CARDS · deal 4 to each player

MOVE CARD

INVITE VOICE

"What do you think we should do about ____?"

MOVE CARD

INVITE VOICE

"How would you handle ____?"

MOVE CARD

OFFER FIX

"One way we could solve this is ____."

MOVE CARD

OFFER FIX

"Another way to solve this is ____."

MOVE CARD

GIVE REASON

"My reason is ____."

MOVE CARD

CHECK STATUS

"Do we all agree about ____, or do we see it differently?"

MOVE CARD

CHECK STATUS

"Is ____ settled, or do we need more ideas?"

MOVE CARD

SUM UP

"To sum up, our group ____."

Cards last longer on thick paper.

Solve It Together

RUNNING THE ROUNDS

Print two copies of the eight MOVE cards so four players can each receive four. Run an 8-minute round, then switch roles and topics for another round if time allows. If participation is uneven, prompt the Voice Finder to invite a quieter player, but do not require anyone to use an inapplicable card or change a supported view.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	What do you think we should do about sharing the markers?
Mia	One way we could solve this is taking short turns with the box.
Leo	I agree. My reason is short turns give everyone time to add to the poster.
Ava	I agree. Do we all agree about taking short turns, or do we see it differently?
Mia	I agree. To sum up, our group agrees to take short turns with the box.

LISTEN FOR

- Invitations that bring another player into solving the task
- Possible fixes tied to the group's actual problem
- Reasons that help the group judge whether a fix will work
- Accurate checks and summaries of agreement or open questions

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