LESSON MAKER PRO

Ideas Into Writing

Use each other's ideas to write a group note.

GRADE 4 · 4.W.6.b

4.W.6.b "Interact and collaborate with others."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Listen without interrupting.
2. Write people's ideas as they meant them.
3. It is okay to agree, differ, or stay unsure.
4. Play a move card only when you truly use its starter.

HOW TO PLAY Teams of 3 or 4

1. Form a group of 3 or 4. Choose one TOPIC card and write a short group note about it.
2. Take one ROLE card each. With three players, share the fourth job among all three of you.
3. Shuffle two copies of the MOVE cards. Deal four to each player and set any extras aside.
4. Start an 8-minute timer. Use move starters as you talk and write. Put each card in the middle after you use it.
5. With one minute left, check that your note shows your ideas fairly. Stop at 8 minutes, even if cards remain, then check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I invited or listened to another person's idea.
- [ ] I helped connect an idea to our group note.
- [ ] I gave a reason or asked for a clearer explanation.
- [ ] I helped our note show our ideas fairly, even if my view did not change.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Indoor Recess Ideas

What should your group note suggest for indoor recess, and why?

TOPIC

New Student Welcome

What should your group note tell a new student about feeling included in class?

TOPIC

Partner Work Tips

What tips should your group note give for sharing work with a partner?

ROLE CARDS · one per player

ROLE

Pen Pilot

Write the group note using ideas people have explained.

ROLE

Turn Guide

Invite each person to speak and give the group a one-minute warning.

ROLE

Idea Linker

Listen for ideas that connect and help the group put them together.

ROLE

Truth Checker

Check that the note shows what people agree on, any differences, and their reasons accurately.

MOVE CARDS · deal 4 to each player

MOVE CARD

INVITE IDEA

"What would you add to our note about ____?"

MOVE CARD

INVITE VOICE

"What do you think our note should say about ____?"

MOVE CARD

BUILD IDEA

"To build on your idea, our note could also say ____."

MOVE CARD

LINK IDEAS

"Our ideas connect because ____."

MOVE CARD

ASK CLEARLY

"Can you explain what you mean by ____?"

MOVE CARD

GIVE REASON

"A reason to include that idea is ____."

MOVE CARD

SUM UP FAIRLY

"To show our ideas fairly, our note could say ____."

MOVE CARD

CHECK THINKING

"After hearing you, my view is ____."

Cards last longer on thick paper.

Ideas Into Writing

RUNNING THE ROUNDS

Print two copies of the eight MOVE cards per group so every player can receive four. Run 8-minute rounds and change roles or topics between rounds. If participation is uneven, prompt the Turn Guide to invite a voice without requiring anyone to disagree or change their mind.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	What would you add to our note about indoor recess?
Omar	I think drawing should come first because our room can get loud.
Leo	To build on your idea, our note could also say board games could come first for kids who like to talk.
Omar	After hearing you, my view is still drawing first because it helps me focus.
Nia	To show our ideas fairly, our note could say we agree that drawing and board games are choices, but Leo and Omar prefer different first choices.

LISTEN FOR

- Students invite ideas that could shape the shared note.
- Students connect a peer's idea to what the group might write.
- Students ask questions or give reasons before recording an idea.
- Students represent agreement, unresolved differences, or unchanged views accurately.

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