LESSON MAKER PRO

Page Partners

Write, improve, and publish a page together.

GRADE 4 · 4.W.6

4.W.6 "Use technology to enhance writing with some guidance and support. Produce and publish writing. Interact and collaborate with others. Demonstrate sufficient keyboarding skills to produce a minimum of one page in a single sitting."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Play a MOVE card only after you say its starter and finish it honestly.
2. Type your own full page in one sitting using 12-point text.
3. You may agree, see things differently, or keep your wording if your draft supports it.
4. Use your class-approved app. Leave private details out of posts.

HOW TO PLAY Teams of 3 or 4

1. Pick one TOPIC card. Each player takes one ROLE card. With three players, share the Post Checker job.
2. Shuffle two sets of MOVE cards and deal four to each player. Set extras aside. Spend 5 minutes planning.
3. Spend 40 minutes typing your own page. Share drafts, use digital tools, and play a card when you truly use its starter.
4. Spend 5 minutes reading feedback. Revise, or keep wording that your draft supports. Unused cards can stay in your hand.
5. Spend 5 minutes checking and publishing each page in your class space. Stop when the 55 minutes are up.

AFTER THE ROUND Check what you did

- [ ] I typed a full page in one sitting.
- [ ] I used a digital tool to make my page easier to read.
- [ ] I shared my draft and used feedback, or kept my wording for a reason my draft supports.
- [ ] I published my page in our class space.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Recess Game Guide

Write a one-page guide to a recess game you know. How will you help a new student learn to play?

TOPIC

Rainy Day Activity

Write a one-page guide to an indoor activity you know. How will you help a classmate try it?

TOPIC

Classroom Routine Guide

Write a one-page guide to a classroom routine you know. How will you help a new student follow it?

ROLE CARDS · one per player

ROLE

Page Builder

Check that each player is working on their own page with a title and clear steps.

ROLE

Tool Scout

Help players choose digital tools, such as headings or numbered lists, that make their pages easier to read.

ROLE

Feedback Finder

Make sure each player shares a draft and gets a useful comment from a partner.

ROLE

Post Checker

Help each player check their page and publish it in the class space.

MOVE CARDS · deal 4 to each player

MOVE CARD

ADD STRUCTURE

"I'll use ____ to help readers find the steps."

MOVE CARD

CHOOSE TOOL

"I'll use ____ in the app to make my page easier to read."

MOVE CARD

ASK READER

"Could you read ____ and tell me where you got stuck?"

MOVE CARD

CHECK CLARITY

"Does ____ make sense to a new reader?"

MOVE CARD

USE FEEDBACK

"After that note, I'll ____ because ____."

MOVE CARD

SUM UP

"Our pages agree on ____; any different ideas are ____."

MOVE CARD

NAME NEXT STEP

"After reading our drafts, my next step is ____ because ____."

MOVE CARD

CHECK POST

"Before I post, I'll check ____ so readers can ____."

Cards last longer on thick paper.

Page Partners

RUNNING THE ROUNDS

Print two MOVE card sets per group so each player can receive four cards. Keep the 55-minute limit even if cards remain unplayed, and invite quieter students to share a draft without requiring them to play a card. With three players, all three check that their pages are ready to publish.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I'll use a heading called 'How to Play Tag' to help readers find the steps.
Leo	Could you read my first step and tell me where you got stuck?
Nia	I got stuck where you wrote 'it.' Which player is 'it' first?
Leo	After that note, I'll explain how to pick the first player because readers need a clear start.
Maya	Our pages agree on naming the first player; any different ideas are none.

LISTEN FOR

- Students explain how a heading, list, or other app tool helps readers.
- Partners request and give feedback about words in an actual draft.
- Students give draft-based reasons for revising or keeping their wording.
- Each student types and publishes their own one-page guide.

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