LESSON MAKER PRO

Plan It Together

Use talk moves to solve a group task.

GRADE 5 · 5.SL.1.e

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

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Listen without interrupting.
2. Make room for every voice.
3. Play a MOVE card only when its words fit what you mean.
4. You may agree, leave a choice open, or keep your view.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card. Agree to stop in 8 minutes, and set a timer.
2. Each player takes one ROLE card. With three players, the Plan Keeper also does the Clock Watcher job.
3. Make two copies of each MOVE card. Shuffle them and deal four to each player.
4. Work on the topic together. When you truly use a card's starter, finish it aloud and play the card to the middle.
5. Stop when the timer rings, even if cards are unused. Check only the reflection statements that are true for you.

AFTER THE ROUND Check what you did

- [ ] I made room for someone else's idea.
- [ ] I helped connect ideas into a plan.
- [ ] I helped work through a real snag when one came up.
- [ ] I described what we settled or left open honestly.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Poster Jobs

How could your group share jobs fairly when making a class poster?

TOPIC

Playground Turns

How could classmates take turns when many people want to play the same game?

TOPIC

Reading Corner

How could your class share a small reading corner?

ROLE CARDS · one per player

ROLE

Turn Scout

Notice who has not spoken and make room for that person to share.

ROLE

Plan Keeper

Keep track of ideas the group might use in its plan.

ROLE

Snag Spotter

Notice real problems in the plan and help the group work through them.

ROLE

Clock Watcher

Watch the time and ask what is settled or still open before the timer rings.

MOVE CARDS · deal 4 to each player

MOVE CARD

INVITE IDEAS

"____, what would you add to our plan?"

MOVE CARD

INVITE IDEAS

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

MOVE CARD

CONNECT IDEAS

"We could combine ____ with ____."

MOVE CARD

CONNECT IDEAS

"Let's use ____ as our next step because ____."

MOVE CARD

SOLVE SNAGS

"If ____ becomes a problem, what could we try?"

MOVE CARD

SOLVE SNAGS

"To fix ____, we could ____."

MOVE CARD

CHECK OUTCOME

"At this point, our group ____ because ____."

MOVE CARD

CHECK OUTCOME

"I still think ____ because ____, and I want that included in our summary."

Cards last longer on thick paper.

Plan It Together

RUNNING THE ROUNDS

Run 8-minute rounds, then switch roles and choose a new topic if time allows. Support uneven participation by pointing players to the Turn Scout job, not by requiring every card to be played. Accept full agreement, unresolved differences, and unchanged views supported by reasons as truthful outcomes.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	Jordan, what would you add to our plan?
Jordan	Let's use a job list as our next step because it shows who is doing each part.
Luis	If choosing the same job becomes a problem, what could we try?
Nia	To fix two people wanting the same job, we could take turns choosing jobs on the next poster.
Maya	At this point, our group agrees on a job list and taking turns choosing jobs because both help us share the work.

LISTEN FOR

- Invitations that bring another player's idea into the plan
- Ideas combined into a workable next step
- A real snag named and addressed without blaming anyone
- An honest outcome: full agreement, an open choice, or a view kept for a stated reason

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