LESSON MAKER PRO

Ideas in Motion

Use your ideas to build a group plan.

GRADES 6-8 · 6-8.WHST.6.b

6-8.WHST.6.b "Interact and collaborate with others."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Give each person room to speak.
2. Use real observations or reasons, not made-up evidence.
3. Respond to an idea before moving to a new one.
4. You may agree, disagree, or keep your view.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card and read its question aloud.
2. Each player takes one ROLE card. With three players, take the first three roles and share the Note Keeper's job.
3. Print two copies of the MOVE cards. Shuffle them and deal four to each player. Set any extras aside.
4. Talk for eight minutes. When you genuinely use a starter, finish it aloud and play that card to the middle. You may leave cards unplayed.
5. Stop when eight minutes are up, even if you have cards left. Check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I invited or made room for another person's idea.
- [ ] I gave a reason or asked how a reason supported an idea.
- [ ] I responded to an idea someone else shared.
- [ ] I helped describe where our views stood without changing anyone's view.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Group Notes

How should a team keep notes so everyone's ideas can be used in a class science project?

TOPIC

Fair Timeline

How could a group make a fair timeline of a school event when people remember it differently?

TOPIC

Clear Directions

How should a group write directions to help a new student find the main office from your classroom?

ROLE CARDS · one per player

ROLE

Turn Tender

Watch for someone who has not shared an idea and invite them in.

ROLE

Reason Checker

Ask how a real observation or a reason supports a suggestion.

ROLE

Idea Linker

Help the group connect new ideas to ideas already shared.

ROLE

Note Keeper

Keep track of the ideas and reasons so the group can sum them up accurately.

MOVE CARDS · deal 4 to each player

MOVE CARD

INVITE IDEA

"What idea do you have for ____?"

MOVE CARD

INVITE VOICE

"What would you suggest about ____?"

MOVE CARD

GIVE REASON

"My reason for suggesting ____ is ____."

MOVE CARD

TEST PLAN

"If we ____, then ____; that supports ____."

MOVE CARD

BUILD IDEA

"Building on ____, I would ____."

MOVE CARD

CHECK MEANING

"To check I understand, do you mean ____?"

MOVE CARD

SUM UP

"So far, our ideas are ____, and our reasons are ____."

MOVE CARD

NAME VIEWS

"Right now, we ____ about ____, and the reasons we have shared are ____."

Cards last longer on thick paper.

ANSWER KEY

Ideas in Motion

GRADES 6-8 · 6-8.WHST.6.b

RUNNING THE ROUNDS

The model exchange uses a reason about how a proposed plan could work, not a claim about an event that happened. Run each round for exactly eight minutes and allow unused cards. If participation is uneven, prompt the Turn Tender to invite a quieter student, but do not require anyone to invent a disagreement or change a supported view.

WHAT A STRONG ROUND SOUNDS LIKE

Ana	What idea do you have for keeping everyone's ideas in our science group notes?
Ben	My reason for suggesting a shared notes page is that we could check whether each person's idea appears on it.
Cam	Building on a shared notes page, I would put each person's initials by their idea.
Dee	To check I understand, do you mean each person would add initials by their own idea?
Cam	So far, our ideas are a shared page with each person's initials, and our reason is that we could check whether each person's idea appears.

LISTEN FOR

- Invitations that give another student a chance to add an idea
- Reasons grounded in a real observation or in how the proposed plan would work
- Responses that build on or check the meaning of a specific idea
- Summaries that accurately name agreement or differences without forcing consensus

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