LESSON MAKER PRO

Find a Way

Use discussion moves to make a group decision.

GRADE 6 · 6.SL.1.e

6.SL.1.e "Cooperate, mediate, and problem solve to make decisions as appropriate for productive group discussion."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Listen without interrupting.
2. Name problems without blaming anyone.
3. Use examples from your experience to explain your thinking.
4. You may agree, keep different views, or leave a question open.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card and read its question aloud.
2. Take one ROLE card each. With three players, everyone also shares the Decision Tracker job.
3. Shuffle two copies of the eight MOVE cards. Deal four cards to each player.
4. Set an 8-minute timer. Discuss the topic. Play a MOVE card only when you genuinely use its starter.
5. Stop when the timer rings, even if cards remain or a decision is still open. Check only the reflection statements you did.

AFTER THE ROUND Check what you did

- [ ] I asked a question that helped us understand an idea.
- [ ] I helped connect ideas without forcing agreement.
- [ ] I helped spot or solve a problem with a plan.
- [ ] I helped name our decision or what remains open.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Fair Work Split

How should your group split the jobs for a class poster so the work is fair?

TOPIC

One Idea Only

Your group can present only one idea for a class spirit day. How should you choose which idea to present?

TOPIC

Missing Teammate

How should a group handle a missing member's job on the day of a presentation?

ROLE CARDS · one per player

ROLE

Idea Linker

Look for ways to connect ideas without asking anyone to change a view.

ROLE

Snag Spotter

Notice problems with a suggested plan and invite the group to solve them.

ROLE

Fairness Guide

Ask whether each person has a workable part in the plan.

ROLE

Decision Tracker

Keep track of what the group has decided and what is still open.

MOVE CARDS · deal 4 to each player

MOVE CARD

ASK HOW

"Can you explain how ____ would work?"

MOVE CARD

CHECK MEANING

"When you say ____, what do you mean?"

MOVE CARD

USE A PART

"A part of that idea we can use is ____."

MOVE CARD

LINK IDEAS

"One way to bring those ideas together is ____."

MOVE CARD

SPOT A SNAG

"A snag with our plan is ____."

MOVE CARD

OFFER A FIX

"One way to handle that snag is ____."

MOVE CARD

TRACK DECISION

"Our decision, or what remains open, is ____."

MOVE CARD

SUPPORT A CHOICE

"An example that supports my choice is ____."

Cards last longer on thick paper.

Find a Way

RUNNING THE ROUNDS

Run each round for exactly 8 minutes and stop when the timer rings, even if cards are unused or the group has not decided. With three players, all share the Decision Tracker job. If one voice dominates, invite a quieter player to speak, but do not require anyone to use an inapplicable card or change a supported view.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	We could split the poster into lettering, drawing, and coloring.
Leo	Can you explain how coloring would work?
Maya	The colorer would fill in the letters and drawings after the others finish.
Nia	A snag with our plan is that the colorer would have to wait. One way to handle that snag is for the colorer to sketch a border first.
Leo	Our decision, or what remains open, is that we could try those jobs, but we still need to decide who wants each one.

LISTEN FOR

- Questions that clarify how a suggestion would work
- Problems named without blame, followed by possible fixes
- Ideas connected without invented disagreement or forced compromise
- Accurate summaries of agreement or open questions, with examples supporting views that remain unchanged

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