LESSON MAKER PRO

Ideas in Motion

Use real examples to make a group decision.

GRADE 6 · 6.SL.1

6.SL.1 "Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with partners on grade 6 topics, texts, and issues, building on others' ideas and expressing their own clearly..."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Listen without interrupting.
2. Invite everyone to speak.
3. Use real experiences, not made-up evidence.
4. Play a MOVE card only when its starter fits what you truly mean.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card. Take 30 seconds to think of a past experience that could help your group.
2. Each player takes one ROLE card. With three players, everyone shares the Idea Weaver job.
3. Shuffle two copies of the eight MOVE cards. Deal four to each player.
4. Discuss for eight minutes. When you use a card's starter, place that card in the middle.
5. Stop when time is up. Leave unused cards unplayed, then check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I used a real example to support an idea.
- [ ] I asked or answered a specific question with detail.
- [ ] I added to or accurately restated someone else's idea.
- [ ] I helped name our decision or what is still open without pretending to agree.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Group Project Jobs

How should a four-person group divide work on a class project, and what past experiences support your plan?

TOPIC

Classroom Noise Plan

How should classmates handle talking during independent work, and what past experiences support your plan?

TOPIC

Shared Supply Table

How should a class organize a shared supply table so everyone can find what they need, and what past experiences support your plan?

ROLE CARDS · one per player

ROLE

Evidence Scout

Listen for past experiences and invite players to explain how those experiences support their ideas.

ROLE

Question Guide

Ask specific questions when an idea needs more detail.

ROLE

Turn Keeper

Watch the time and invite players who have spoken less to share.

ROLE

Idea Weaver

Listen for main ideas and help the group name what it decided or still needs to decide.

MOVE CARDS · deal 4 to each player

MOVE CARD

EVIDENCE LINK

"In a past group task, I noticed ____, so I suggest ____."

MOVE CARD

EVIDENCE LINK

"One time, ____ happened, which makes me think ____."

MOVE CARD

BUILD ON

"Adding to ____'s idea about ____, we could ____ because ____."

MOVE CARD

BUILD ON

"I agree with ____'s point that ____, and I would add ____."

MOVE CARD

PROBE FURTHER

"What would ____ look like if ____?"

MOVE CARD

PROBE FURTHER

"Can you explain how ____ would help with ____?"

MOVE CARD

REVIEW IDEAS

"I hear ____'s idea that ____; my view is ____ because ____."

MOVE CARD

REVIEW IDEAS

"Our main ideas are ____; for now, we ____."

Cards last longer on thick paper.

Ideas in Motion

RUNNING THE ROUNDS

Run another round with a new topic and rotated roles if time allows. Invite quieter players in without requiring equal numbers of played cards. Unused cards, full agreement, and evidence-supported unchanged views are all valid outcomes.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	In a past group task, I noticed one person wrote all the labels, so I suggest assigning a writing job first.
Ben	What would our plan look like if a writer finishes early?
Ava	One time, I finished early and checked the labels, which makes me think we need a checking job too.
Cora	Adding to Ava's idea about a checking job, we could let early finishers check labels because a second person might catch mistakes.
Dev	Our main ideas are assigning a writer and letting early finishers check labels; for now, we still need to decide if jobs should switch.

LISTEN FOR

- A specific past experience linked to a proposed plan
- A follow-up question answered with relevant detail
- A comment that builds on or accurately restates another player's idea
- A truthful summary of agreement, a decision, or an unresolved question

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