LESSON MAKER PRO

Notes in Motion

Bring a real example into the conversation.

GRADE 7 · 7.SL.1.a

7.SL.1.a "Come to discussions prepared, having read or researched material under study; explicitly draw on that preparation by referring to evidence on the topic, text, or issue to respond, probe, and reflect on ideas under discussion."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Use real examples, not made-up evidence.
2. Let others finish before you respond.
3. Ask about ideas and evidence, not people.
4. You may agree, disagree, or keep your view.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card. Take two minutes to write a real example from your experience and a first idea.
2. Give each player one ROLE card. With three players, share the Idea Tracker job.
3. Shuffle two sets of the eight MOVE cards. Deal four cards to each player.
4. Set an eight-minute timer. Discuss the topic. Play a MOVE card when you use its starter and draw on your notes.
5. Stop when the timer rings, even if cards remain. Check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I prepared a real example before the talk.
- [ ] I used a detail from my notes to respond to an idea.
- [ ] I used evidence to ask or answer a follow-up question.
- [ ] I can explain how the evidence affected, or did not affect, my thinking.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Group Work Plans

What could make group projects run better, based on group work you have done?

TOPIC

Study Routines

What study routine would you recommend, based on times you have tried to learn something?

TOPIC

Classroom Transitions

What could make switching between class activities smoother, based on what you have seen?

ROLE CARDS · one per player

ROLE

Note Scout

Watch for chances to bring a specific detail from your notes into the talk.

ROLE

Evidence Detective

Ask how a detail from someone's notes supports an idea.

ROLE

Question Builder

Use a detail from your notes to ask a follow-up question.

ROLE

Idea Tracker

Notice which ideas the evidence supports, including ideas the group still sees differently.

MOVE CARDS · deal 4 to each player

MOVE CARD

SHARE EVIDENCE

"One example I wrote down before we talked is ____."

MOVE CARD

CONNECT NOTES

"Your idea connects to my note about ____."

MOVE CARD

TEST A PLAN

"A problem I wrote in my notes was ____; how would your plan handle it?"

MOVE CARD

PROBE AN IDEA

"My note about ____ makes me wonder if your idea would work in that case."

MOVE CARD

THINK AGAIN

"Your example makes me rethink my note about ____."

MOVE CARD

KEEP A VIEW

"After hearing you, I still think ____."

MOVE CARD

FIND AGREEMENT

"Our notes seem to support the same idea: ____."

MOVE CARD

TRACK IDEAS

"Based on the examples we shared, our group's thinking is ____."

Cards last longer on thick paper.

Notes in Motion

RUNNING THE ROUNDS

Allow two minutes for note preparation before each eight-minute round, then switch topics and roles for another round if time permits. If participation is uneven, invite a quieter player to share a prepared example without requiring a card that does not fit the discussion. With three players, everyone shares the Idea Tracker job, and four MOVE cards remain undealt.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	One example I wrote down before we talked is when our poster group spent five minutes choosing who would find images, so I suggest choosing jobs first.
Ben	A problem I wrote in my notes was that one partner finished early and had nothing to do; how would your plan handle it?
Cam	Your idea connects to my note about our science group giving people a second job when they finished, so we could choose backup jobs too.
Dee	After hearing you, I still think we need a halfway job check, because my notes say our science group forgot who was labeling the diagram.
Ava	Based on the examples we shared, our group's thinking is that choosing jobs first could save time, while backup jobs and a halfway check could help later.

LISTEN FOR

- Specific details brought in from notes made before the discussion
- Responses that connect a prepared example to another student's idea
- Follow-up questions that test an idea against a real example
- Accurate summaries that allow agreement, differences, or an unchanged view

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