LESSON MAKER PRO

Decision Deck

Build a plan together, one useful move at a time.

GRADE 7 · 7.SL.1.e

7.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 before you respond.
2. Invite others in without forcing a turn.
3. Name only real differences. Agreement is fine.
4. Use reasons. No one has to change their mind.

HOW TO PLAY Teams of 3 or 4

1. Pick one TOPIC card and read its task aloud.
2. Take one ROLE card each. With three players, share the Time Keeper job.
3. Agree on an end time eight minutes away. Shuffle two copies of the eight MOVE cards and deal four to each player.
4. Discuss the task. When you genuinely use a card's starter and finish its blank aloud, play it to the middle.
5. Stop at the agreed time. State your decision or open question, then check the reflection statements. Leave unused cards unplayed.

AFTER THE ROUND Check what you did

- [ ] I helped build on an idea.
- [ ] I checked for agreement or a real difference.
- [ ] I helped test or fix a plan when needed.
- [ ] I can name our decision or open question and explain why my view changed or stayed the same.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Poster Jobs

How will your group divide jobs on a class poster so the plan is fair and doable?

TOPIC

Supply Plan

What plan should your group use to share limited markers, scissors, and glue during a project?

TOPIC

Bookshelf Search

How should your class organize a bookshelf so students can find books quickly?

ROLE CARDS · one per player

ROLE

Idea Linker

Watch for ideas the group can build on together.

ROLE

View Checker

Check what people agree on and ask about any real differences.

ROLE

Snag Spotter

Look for problems in a plan and help the group find workable fixes.

ROLE

Time Keeper

Watch the agreed end time and ask the group to name its decision or open question before time is up.

MOVE CARDS · deal 4 to each player

MOVE CARD

BUILD TOGETHER

"We could build on that idea by ____."

MOVE CARD

BUILD TOGETHER

"I can help make that idea work by ____."

MOVE CARD

BRIDGE VIEWS

"Can we hear more about ____ before we decide?"

MOVE CARD

BRIDGE VIEWS

"It sounds like we agree about ____."

MOVE CARD

TEST PLAN

"One snag with that plan might be ____."

MOVE CARD

TEST PLAN

"We could handle that snag by ____."

MOVE CARD

CHECK DECISION

"Are we ready to choose ____, or should we keep thinking?"

MOVE CARD

CHECK DECISION

"At the end, our decision or open question is ____."

Cards last longer on thick paper.

Decision Deck

RUNNING THE ROUNDS

Run eight-minute rounds with a new topic and rotated roles when time allows. If participation is uneven, prompt students to invite quieter peers in without requiring anyone to play a card; unused or inapplicable cards are expected.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	We could build on that idea by letting each person choose a first job.
Noah	Can we hear more about how we will share the drawing before we decide?
Zoe	One snag with that plan might be two people choosing drawing.
Ivy	We could handle that snag by having them split the pictures.
Mia	At the end, our decision or open question is whether the two artists want to share the drawing job.

LISTEN FOR

- Students build on a peer's idea to move the plan forward.
- Students check for agreement or clarify a difference without inventing one.
- Students identify a practical snag and suggest a workable fix.
- Students state an agreed decision or an unresolved question accurately.

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