LESSON MAKER PRO

Draft Together

Use conversation to shape a shared piece of writing.

GRADE 7 · 7.W.6.b

7.W.6.b "Interact and collaborate with others."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Listen to each idea before adding to the draft.
2. Play a move card only when you genuinely use its starter.
3. You may agree, disagree, or keep your view if you can explain why.
4. Leave cards unplayed when they do not fit.

HOW TO PLAY Teams of 3 or 4

1. Form a group of three or four. Choose one TOPIC card and read its task aloud.
2. Give each player one ROLE card. With three players, use Draft Keeper, Turn Tender, and Clarity Scout. Draft Keeper and Clarity Scout also share Idea Tracker's job.
3. Print two copies of the eight MOVE cards. Shuffle all 16 cards and deal four to each player.
4. Set a timer for eight minutes. Work on one shared draft. When you genuinely use a MOVE card's starter, place that card in the middle.
5. Stop when the timer ends, even if the draft is unfinished or cards remain. Check only the reflection statements that are true for you.

AFTER THE ROUND Check what you did

- [ ] I invited someone to help shape our writing.
- [ ] I offered or built on wording for our shared draft.
- [ ] I gave a reason for a writing choice, whether or not my view changed.
- [ ] I described what we agreed on or were still deciding without making up a difference.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

New Student Note

What two- or three-sentence message could you write to help a new student feel welcome and find help at school?

TOPIC

Group Work Guide

What two- or three-sentence tip could you write for classmates who are starting a group project?

TOPIC

After-School Plan

What two- or three-sentence message could you write to help a friend plan time for homework and a favorite activity?

ROLE CARDS · one per player

ROLE

Draft Keeper

Write down the wording the group chooses for its shared draft.

ROLE

Turn Tender

Notice who has not spoken and invite them to help shape the draft.

ROLE

Clarity Scout

Ask whether a reader would understand the group's wording.

ROLE

Idea Tracker

Keep track of agreed wording, open choices, and reasons the group gives.

MOVE CARDS · deal 4 to each player

MOVE CARD

INVITE INPUT

"What should our writing say about ____?"

MOVE CARD

INVITE INPUT

"Can someone suggest a clearer way to say ____?"

MOVE CARD

DRAFT TOGETHER

"We could write ____"

MOVE CARD

DRAFT TOGETHER

"To build on that line, we could add ____"

MOVE CARD

GIVE REASON

"I think that wording works because ____"

MOVE CARD

GIVE REASON

"I still favor my wording because ____"

MOVE CARD

TRACK PROGRESS

"Right now, we agree on ____"

MOVE CARD

TRACK PROGRESS

"Right now, we are still deciding ____"

Cards last longer on thick paper.

Draft Together

RUNNING THE ROUNDS

Run eight-minute rounds, then let groups choose a new topic and reshuffle the MOVE cards if time allows. If one student dominates, prompt the Turn Tender to invite a quieter writer's input. An unfinished draft, unused cards, full agreement, or an evidence-supported unchanged view can all be valid outcomes.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	What should our writing say about finding help at school?
Leo	We could write, 'If you cannot find a room, ask a teacher for directions.'
Noor	To build on that line, we could add, 'A classmate can help you find your way, too.'
Eli	I think that wording works because it gives the new student two people to ask.
Maya	Right now, we agree on including both ways to get help.

LISTEN FOR

- Invitations that bring peers into decisions about the shared text
- Proposed wording that responds to another writer's idea
- Reasons tied to the message's purpose or reader
- Accurate accounts of agreement or open choices, without pressure to disagree

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