LESSON MAKER PRO

Decision Moves

Use discussion moves to reach an honest group result.

GRADE 8 · 8.SL.1.e

8.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. Let everyone speak before choosing.
2. Use real reasons, not made-up problems.
3. Question ideas, not people.
4. Do not force agreement or a changed mind.

HOW TO PLAY Teams of 3 or 4

1. Form a group of three or four. Choose one TOPIC card and agree on an 8-minute stop time.
2. Take one ROLE card each. With three players, take the first three roles and share the Result Keeper job.
3. Cut out two copies of each MOVE card to make 16 cards. Shuffle and deal four to each player.
4. Discuss the topic. When you genuinely use a MOVE card's starter, finish the sentence and play the card to the middle. You may leave cards unused.
5. Stop at the agreed time. State what you decided or what remains open, then check only the reflection statements that are true for you.

AFTER THE ROUND Check what you did

- [ ] I built on or asked about another person's idea.
- [ ] I helped address a concern when one came up.
- [ ] I used a reason to help the group consider a choice.
- [ ] I helped state our result without hiding an open point.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Poster Work Plan

Your group is making a class poster. How should you divide the work fairly and decide when it is finished?

TOPIC

Lunch Line Plan

How could students make a crowded lunch line work more fairly and smoothly?

TOPIC

Game Day Choices

How should a class choose and run a game that students with different interests can join?

ROLE CARDS · one per player

ROLE

Turn Guide

Watch for who has spoken and invite each player to contribute before the group chooses.

ROLE

Issue Solver

Notice real concerns and help the group find ways to address them.

ROLE

Reason Finder

Ask what experience or reason supports a suggested choice.

ROLE

Result Keeper

Track what the group agrees on and what, if anything, remains open.

MOVE CARDS · deal 4 to each player

MOVE CARD

BUILD ON

"I can build on ____ by ____."

MOVE CARD

BUILD ON

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

MOVE CARD

WORK THROUGH

"One concern about ____ is ____; how could we handle it?"

MOVE CARD

WORK THROUGH

"Could we address ____ by ____?"

MOVE CARD

TEST CHOICE

"I suggest ____ because ____."

MOVE CARD

TEST CHOICE

"I still support ____ because ____, after hearing ____."

MOVE CARD

SUM UP

"We agree on ____; any point still open is ____."

MOVE CARD

SUM UP

"Our result is ____, and the evidence behind it is ____."

Cards last longer on thick paper.

Decision Moves

RUNNING THE ROUNDS

Run another round with a new topic and freshly shuffled cards if time allows. If participation is uneven, prompt the Turn Guide to invite a quieter player in, but do not require anyone to play an inapplicable card or change a supported position.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	I suggest splitting the poster into research, writing, and design because each job takes time.
Leo	One concern about splitting those jobs is that design might take longer; how could we handle it?
Mia	Could we address the uneven time by checking in halfway and shifting tasks if needed?
Ava	I can build on the halfway check by asking everyone what help they need.
Leo	Our result is to split the jobs and check in halfway, and the evidence behind it is that the jobs may take different amounts of time.

LISTEN FOR

- Invitations that bring quieter members into the decision
- Questions that turn a real concern into a solvable issue
- Choices supported by reasons from students' experience
- Accurate summaries of agreement or unresolved points

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