LESSON MAKER PRO

Draft Together

Use your ideas to write for a real audience.

GRADE 8 · 8.W.6.c

8.W.6.c "Interact and collaborate with others."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Make room for every voice, but do not force anyone to agree.
2. Play a MOVE card only when its words fit what you really want to say.
3. Use your experience to explain choices. Do not make up facts.
4. Record agreed wording and any options the group has not settled.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card. Your group will draft the writing it asks for.
2. Give each player one ROLE card. With three players, share the Draft Keeper job among all three players.
3. Make two copies of the eight MOVE cards. Shuffle all 16, deal four to each player, and set any extras aside.
4. Agree to an eight-minute round and start the timer. Suggest wording, respond to each other, and play a MOVE card to the middle when you genuinely use its starter.
5. Stop when the eight minutes end, even if cards remain. Save your agreed draft and label any open choices. Then check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I invited or made room for someone else's idea.
- [ ] I used another person's idea to help shape our writing.
- [ ] I explained a wording choice or asked about one.
- [ ] I can name what we agreed on and what, if anything, is still open.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Welcome Note

What two sentences should your group write to help a new eighth grader feel ready for the first day?

TOPIC

Club Invitation

What short invitation could your group write to help students feel welcome at a new school club?

TOPIC

Study Tip

What three-sentence tip could your group write for students who are planning a busy week?

ROLE CARDS · one per player

ROLE

Idea Host

Watch for players who have not had a chance to suggest wording, and invite them in.

ROLE

Thread Finder

Connect players' suggestions so the group can build on them.

ROLE

Reader Check

Ask how a suggested word or sentence will help the intended reader.

ROLE

Draft Keeper

Write agreed wording and label options the group has not settled.

MOVE CARDS · deal 4 to each player

MOVE CARD

INVITE IDEAS

"What should we say about ____"

MOVE CARD

INVITE IDEAS

"We haven't heard from everyone about ____"

MOVE CARD

BUILD TOGETHER

"Building on your idea, we could write ____"

MOVE CARD

BUILD TOGETHER

"Your idea makes me think we should add ____"

MOVE CARD

ASK CLEARLY

"Can you explain what you mean by ____"

MOVE CARD

GIVE REASON

"That wording helps our reader because ____"

MOVE CARD

SUM UP

"Here's where we stand with the draft: ____"

MOVE CARD

REFLECT

"After hearing everyone, I think ____"

Cards last longer on thick paper.

Draft Together

RUNNING THE ROUNDS

Run a new round with another TOPIC card if time allows, reshuffling all MOVE cards before dealing. If participation is uneven, prompt the Idea Host to invite a quieter player to suggest wording, without requiring that player to agree or play a card. Unused cards and unresolved choices are acceptable when the timer ends.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	What should we say about getting lost on the first day?
Luis	Building on your idea, we could write 'Ask someone if you cannot find a room.'
Ari	That wording helps our reader because it gives them something they can do right away.
Nia	Here's where we stand with the draft: we agree on the room sentence, but we have not chosen a second sentence.
Maya	After hearing everyone, I think we should keep the room sentence because asking for help worked when I got lost.

LISTEN FOR

- Invitations that give another player a real chance to shape the wording
- Suggestions that build on a peer's specific idea
- Reasons tied to the writing's intended reader
- Accurate summaries of agreement, open choices, or an unchanged view

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