LESSON MAKER PRO

Draft Lab

Build a guide your classmates can use.

HIGH SCHOOL · 9-10.WHST.6

9-10.WHST.6 "Use technology to produce, revise, edit, and/or publish individual or shared writing products, and interact or collaborate with others..."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Use one shared digital document that everyone can edit or comment on.
2. Play a MOVE card only after you make its move in the document.
3. Use examples from your experience. No outside reading is needed.
4. Record the real result: agreement, an open difference, or a view you kept because of an example.

HOW TO PLAY Teams of 3 or 4

1. Agree to a 12-minute round, set a timer, and open a shared document.
2. Draw one TOPIC card. Start a guide with a heading and an Examples section.
3. Each player takes one ROLE card. With three players, share the fourth job.
4. Shuffle two copies of each MOVE card and deal four per player. Finish a starter when you make that move, then play the card to the middle.
5. Stop when the timer rings, leave unused cards unplayed, and check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I helped produce or edit wording in our shared document.
- [ ] I used or responded to a document comment.
- [ ] I checked whether a link and a display choice helped readers.
- [ ] I recorded our actual result, whether we agreed, still differed, or kept a view based on an example.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Assignment Finder

Create a digital guide that helps a student track and turn in assignments without missing a step.

TOPIC

Project File Hub

Create a digital guide that helps a group name, share, and find its project files.

TOPIC

Notification Plan

Create a digital guide that helps students decide when to silence and check notifications during homework.

ROLE CARDS · one per player

ROLE

Draft Driver

Add the group's agreed wording to the shared document and keep its main steps clear.

ROLE

Comment Coach

Use document comments to suggest specific changes and notice which suggestions get addressed.

ROLE

Link Scout

Help the group link a point in the guide to a useful group-written example or note.

ROLE

Layout Pilot

Try a heading, list, or table and check whether the guide is easy to scan.

MOVE CARDS · deal 4 to each player

MOVE CARD

SUGGEST REVISION

"I left a comment suggesting ____"

MOVE CARD

MAKE REVISION

"I changed the draft after your comment by ____"

MOVE CARD

LINK EXAMPLE

"I linked our point to ____"

MOVE CARD

CHECK LINK

"I checked the link, and it takes readers to ____"

MOVE CARD

CHANGE LAYOUT

"I changed the layout to ____"

MOVE CARD

TEST DISPLAY

"I tested how the guide displays, and I noticed ____"

MOVE CARD

RECORD STATUS

"Our current decision is ____"

MOVE CARD

EXPLAIN POSITION

"After checking our examples, I ____"

Cards last longer on thick paper.

Draft Lab

RUNNING THE ROUNDS

Run another 12-minute round with a new topic or reshuffled cards if time allows. Uneven card counts are fine: students play only moves they genuinely use, and unused cards stay out. Accept an accurate summary of full agreement, unresolved differences, or an unchanged position supported by an example.

WHAT A STRONG ROUND SOUNDS LIKE

Noah	I left a comment suggesting we add 'check for an upload receipt' after 'submit.'
Maya	I changed the draft after your comment by adding that check to the last step.
Eli	I linked our point to the Examples section, where we explain what a missing receipt might mean.
Noah	I changed the layout to a two-column table so each step sits beside its check.
Maya	Our current decision is to keep the receipt check because we all agree it makes the guide clearer.

LISTEN FOR

- A comment names the exact wording to revise.
- A student explains how an edit responds to a comment.
- A student checks that a clickable link reaches relevant group-written information.
- A layout choice helps readers find or compare information.

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