

Guideline Game Plan

Build clear rules for stronger group talk.

GRADE 10 • 10.C.1.A.ii

10.C.1.A.ii "Facilitate and contribute to a range of sustained collaborative discussions with diverse partners on grade ten topics and texts. This includes: Setting guidelines for group presentations and discussions."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak one at a time.

2 Respond to ideas with respect.

3 Use a card only after you say its starter aloud.

4 Leave space for every group member.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and give each player one Role card.
2. Print and cut two copies of the Move cards. Deal four Move cards to each player.
3. Read the Topic card and begin creating four useful guidelines for that situation.
4. When a Move card fits your idea, say its sentence starter aloud and place the card in the middle.
5. End the round when every dealt card is in the middle, then complete the reflection.

AFTER THE ROUND Check what you did

☐ I used a sentence starter to propose, improve, question, or test a guideline.

☐ I explained how a guideline could shape a discussion or presentation.

☐ I connected my idea to another person's idea.

☐ I helped create guidelines that are clear and usable.


TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Class Forum Your class will discuss whether community service should be required for graduation. What four guidelines will help the discussion stay fair and useful?	Project Pitch Your group will present a proposal for a new school club. What four guidelines should the team follow while planning and delivering the presentation?	Lunch Policy Panel Your group will hold a panel discussion about phone use during lunch, then present its recommendation to the principal. What four guidelines should guide both parts?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Goal Guide Keep the group focused on creating four usable guidelines for the Topic card.	Voice Tracker Notice who has not spoken and invite that person to share an idea.	Clarity Scout Ask the group to make each guideline clear about what people should do.	Reality Tester Check whether each guideline would work in the actual situation on the Topic card.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
SUGGEST A RULE “One guideline we should add is ____.”	SUGGEST A RULE “To make the group process fair, we could ____.”	ASK ABOUT IMPACT “What problem would this guideline solve: ____?”	ASK ABOUT IMPACT “How would ____ help everyone take part?”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BUILD THE RULE “I want to build on that by adding ____.”	BUILD THE RULE “That guideline could work better if we ____.”	TEST THE RULE “Would this guideline work during ____?”	TEST THE RULE “This rule applies to both a discussion and a presentation because ____.”

Print one card sheet per team. Cards last longer on thick paper.

RUNNING THE ROUNDS

Use the Class Forum card for the sample exchange, which models proposing, questioning, building, and testing a guideline. Run a new round with a different Topic card, rotating roles each time. If participation is uneven, have the Voice Tracker pause the group and invite an unspoken member to use a Move card next.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	One guideline we should add is to let each person finish before anyone responds.
Eli	What problem would this guideline solve: people interrupting before they understand the speaker's point?
Sam	I want to build on that by adding that the next speaker should respond to an idea, not attack a person.
Noah	Would this guideline work during a disagreement about community service?
Maya	That guideline could work better if we ask the Voice Tracker to invite a quieter speaker after two people have spoken.

LISTEN FOR

- Students propose specific, observable guidelines.
- Students explain the purpose or likely effect of a guideline.
- Students revise ideas by building on a peer's statement.
- Students test whether guidelines fit the discussion or presentation context.

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