

Plan It Out

Use clear goals, jobs, and deadlines to move a group plan forward.

GRADE 10 • 10.C.1.A.iv

10.C.1.A.iv "Facilitate and contribute to a range of sustained collaborative discussions with diverse partners on grade ten topics and texts. This includes: Setting clear goals and deadlines and defining individual roles as needed."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak when your idea helps the plan.

2 Listen before you respond.

3 Play a card only after you use its starter.

4 Keep the goal, jobs, and deadlines visible.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and read the task together.
2. Each player takes one Role card. In a group of three, return one Role card to the pile.
3. Shuffle enough copies of the Move cards so each player gets four cards.
4. Discuss the task. When you genuinely use a card's starter, place that card in the middle.
5. Continue until every player has played all four cards, then complete the reflection.

AFTER THE ROUND Check what you did

☐ I helped name or sharpen our group goal.

☐ I helped set or check a deadline.

☐ I took responsibility for a task or helped assign one.

☐ I listened for work the group still needed to do.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Welcome Lunch Create a plan for a lunch activity that helps new tenth graders meet people during their first week. Decide the group goal, needed jobs, and deadlines.	Study Space Create a plan to improve one shared study space at school so students can focus better. Decide the group goal, needed jobs, and deadlines.	Kindness Campaign Create a plan for a one-week campaign that makes students feel more included at school. Decide the group goal, needed jobs, and deadlines.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Goal Guard State the group's goal at the start and check that each idea supports it.	Clock Captain Watch the time and ask the group to set realistic checkpoints and deadlines.	Job Juggler Make sure every needed task has one person responsible for it.	Plan Checker Track decisions and ask what the group still needs to decide.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
NAME GOAL “Our goal is to ____ by the end of this round.”	SHARPEN GOAL “To reach our goal, we need to decide ____ next.”	SET DEADLINE “We can finish ____ by ____.”	CHECK DEADLINE “What deadline will help us complete ____?”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
CLAIM TASK “I can take responsibility for ____.”	ASSIGN TASK “____, could you take responsibility for ____?”	TRACK PROGRESS “We have completed _____. We still need to _____.”	CHECK JOBS “Does anyone have responsibility for ____ yet?”

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

RUNNING THE ROUNDS

Use one Topic card per round and provide repeated copies of the eight Move cards so every student can receive four. Require students to use starters in context, not simply read them aloud. If participation is uneven, pause after several cards and have the Plan Checker identify an unassigned task or an unheard voice before discussion continues.

WHAT A STRONG ROUND SOUNDS LIKE

Sofia	Our goal is to make a clear plan for the Welcome Lunch by the end of this round.
Malik	To reach our goal, we need to decide what jobs the plan needs next.
Devon	Sofia, could you take responsibility for keeping our final plan organized?
Sofia	I can take responsibility for keeping our final plan organized.
Malik	We can finish assigning the remaining jobs by the halfway point of this round.

LISTEN FOR

- Students name a specific shared outcome.
- Students turn a broad task into a next decision.
- Students assign clear responsibility to individuals.
- Students set and revisit realistic deadlines.

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