

Common Ground Cards

Talk, track, and summarize the group's views.

GRADE 12 • 12.C.1.A.iii

12.C.1.A.iii "Facilitate and contribute to a range of sustained collaborative discussions with diverse partners on grade twelve topics and texts. This includes: Summarizing points of agreement and disagreement."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak once before taking a second turn.

2 Listen carefully before you respond.

3 State agreement and disagreement respectfully.

4 Play a Move card only after you use its starter naturally.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and read the question aloud.
2. Each player takes one Role card. In a group of three, leave one Role card out.
3. Use two complete Move Card sets. Shuffle them and deal four Move cards to each player.
4. Discuss the topic. When you genuinely use a card's sentence starter, place that card in the middle.
5. Continue until every dealt Move card is in the middle. Then complete the reflection.

AFTER THE ROUND Check what you did

☐ I accurately named at least one point of agreement.

☐ I accurately named at least one point of disagreement.

☐ I checked or clarified another person's meaning.

☐ I helped summarize the group's views.

✂

TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Phone-Free Learning What phone policy during class time would support learning while respecting students' needs?	AI Writing Boundaries What uses of AI should be allowed in school writing, and what limits should schools set?	Service Requirement Should graduation include a community-service requirement, and what would make the requirement fair?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Common Ground Track ideas the group shares, and point out an agreement that has not yet been named.	Gap Mapper Track differing views, and make sure each difference is stated fairly.	Clarity Coach Notice unclear words or assumptions, and ask the group to clarify them.	Wrap Writer Near the end, help the group state what it agrees on and where it still differs.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
NAME AGREEMENT "I hear us agreeing that ____."	SHARED POINT "It seems we both support ____, even though ____."	NAME DIFFERENCE "One difference in our views is ____."	CONTRAST VIEWS "We disagree about whether ____."
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
CHECK MEANING "Am I hearing you say that ____?"	CLARIFY TERM "When you say ____, do you mean ____?"	QUICK SUMMARY "So far, our shared point is ____."	FULL SUMMARY "To sum up, we agree on ____ and differ on ____."

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

RUNNING THE ROUNDS

Print two copies of the eight Move cards for each group so groups of three or four can each receive four cards. Run more than one round by changing Topic cards and Role cards. If participation is uneven, pause the group and ask the player with the fewest cards played to choose the next speaker or use a card first.

WHAT A STRONG ROUND SOUNDS LIKE

Amina	Am I hearing you say that phones should be put away during teacher instruction but available during independent work?
Theo	I hear us agreeing that notifications can interrupt learning.
Lina	One difference in our views is whether students should be able to check phones during independent work.
Diego	When you say phones are available, do you mean students can check them at any time or only after finishing a task?
Amina	To sum up, we agree on phone-free teacher instruction and differ on access during independent work.

LISTEN FOR

- Accurate restatements of another speaker's view
- Clear naming of shared ideas
- Fair descriptions of a disagreement
- Summaries that include both agreement and difference

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