

Common Ground Cards

Build a shared plan by listening, connecting, and compromising.

GRADE 8 • 8.C.1.A.vii

8.C.1.A.vii "Facilitate and contribute to a range of sustained collaborative discussions with diverse partners on grade eight topics and texts. This includes: Valuing contributions made by each group member while exhibiting a willingness to make..."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Use one voice at a time.

2 Consider each idea before rejecting it.

3 Disagree with ideas, not people.

4 Work toward a plan everyone can accept.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and read the task together.
2. Each player takes a different Role card. In a group of three, set one role aside.
3. Use two copies of the Move cards, shuffle them, and deal four to each player.
4. Discuss the task. When you genuinely use a starter, place that card in the middle.
5. Keep talking until each player has played all four cards, then agree on your group response and check the reflection.

AFTER THE ROUND Check what you did

☐ I listened to each group member's ideas.

☐ I used or connected another person's idea.

☐ I invited someone else to contribute or responded respectfully when invited.

☐ I made or accepted a reasonable concession to reach our goal.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Cafeteria Waste Which two changes, from sorting bins, reusable trays, smaller portions, and reminder signs, should your school try to reduce cafeteria waste, and why?	Class Celebration Plan a 30-minute last-day celebration with two activities that most classmates can join and a backup choice for bad weather.	Workday Phones Create a fair phone-use agreement for a class workday, with two rules and one exception.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Bridge Builder Notice connections between ideas and name a compromise when the group gets stuck.	Voice Scout Invite a quieter person to speak and make space by not jumping in.	Goal Guard Keep the group focused on the task and restate the group decision before the round ends.	Plan Tester Ask whether the group's plan works for different classmates and is possible to carry out.

MOVE CARDS · deal 4 to each player

MOVE CARD OFFER IDEA “One idea we could consider is ____ because ____.”	MOVE CARD BUILD ON “I want to build on ____ by adding ____.”	MOVE CARD CONNECT IDEAS “That connects ____ to ____ because ____.”	MOVE CARD INVITE VOICE “We have not heard from _____. What do you think about _____?”
MOVE CARD ASK IN “____, how does this idea work for you?”	MOVE CARD MAKE TRADE “I see your point about _____, and I can agree to _____.”	MOVE CARD FIND MIDDLE “I can support ____ if we also ____.”	MOVE CARD ASK WHY “Can you explain why _____ would _____?”

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

RUNNING THE ROUNDS

Print two move-card sets per group, deal four cards to each player, and leave any extra cards out in groups of three. A card counts only when the starter fits the discussion, not when it is read as a script. If one student dominates, have the Voice Scout invite a teammate and pause that student until the invited player responds.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	One idea we could consider is reusable trays because they could create less trash.
Noah	I want to build on reusable trays by adding a reminder sign near the return area.
Lena	We have not heard from Aisha. What do you think about smaller portions?
Aisha	I see your point about reusable trays, and I can agree to try them if we also offer smaller portions.
Maya	I can support smaller portions if we also try reusable trays.

LISTEN FOR

- Building on a classmate's specific idea
- Inviting a quieter group member into the discussion
- Explaining a concession or trade-off
- Using shared language such as "we could" or "our plan"

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