

Guideline Game Plan

Build fair rules for a strong group presentation.

GRADE 9 • 9.C.1.A.ii

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

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Let one person speak at a time.

2 Use a Move card only when its starter fits the conversation.

3 Listen and respond to the idea before adding a new one.

4 Choose guidelines that every group member can follow.

HOW TO PLAY Teams of 3 or 4

1. Form a group of 3 or 4. Choose one Topic card and take different Role cards.
2. Shuffle two sets of Move cards. Deal 4 cards to each player and set extra cards aside.
3. Read the Topic card and discuss four guidelines for your planning discussion and presentation.
4. When you genuinely use a Move card's sentence starter, place that card faceup in the middle.
5. Keep talking until every dealt Move card is in the middle. Read your four guidelines aloud, then complete the reflection.

AFTER THE ROUND Check what you did

☐ I helped set a clear guideline for our group.

☐ I explained or revised a guideline with a reason.

☐ I listened to and included another group member.

☐ I helped create guidelines for both discussion and presentation.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Phone-Free Learning Create a plan for a three-minute group presentation answering, Should students keep phones put away during class? Include four guidelines for your planning discussion and presentation.	Later School Start Create a plan for a three-minute group presentation answering, Should high school start later in the morning? Include four guidelines for your planning discussion and presentation.	Lunch Choice Debate Create a plan for a three-minute group presentation answering, Should the school offer more lunch choices? Include four guidelines for your planning discussion and presentation.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Rule Scribe Write each guideline the group agrees on in clear, short words.	Voice Scout Notice who has and has not spoken, then invite someone into the discussion.	Focus Pilot Keep the group connected to the topic and the goal of setting guidelines.	Fairness Tester Ask whether each guideline is clear and fair for every group member.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
SET GUIDELINE “One guideline our group needs is ____.”	SET GUIDELINE “For our presentation, we should ____.”	EXPLAIN WHY “This guideline matters because ____.”	EXPLAIN WHY “That would help our group by ____.”
REVISE PLAN “I agree with ____, and I would revise it by ____.”	CLARIFY RULE “Could we make the guideline clearer by saying ____?”	INVITE VOICE “We have not heard from ____ yet. What do you think about ____?”	CHECK FAIRNESS “Will ____ give everyone a fair chance to participate? Why or why not?”

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

RUNNING THE ROUNDS

Give each group two copies of the eight Move cards, deal four cards to each student, and leave extra cards aside in groups of three. Listen for starters used as connected contributions, not simply read aloud. If participation is uneven, have the Voice Scout pause to invite a quieter member, and do not close the round until each student has played four cards.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	One guideline our group needs is that each person speaks once before anyone speaks twice.
Mateo	This guideline matters because quieter ideas may otherwise be missed.
Jada	We have not heard from Eli yet. What do you think about taking turns?
Eli	I agree with Jada, and I would revise it by using a speaking order for the presentation.
Ava	For our presentation, we should practice so each speaker has about the same amount of time.

LISTEN FOR

- Specific, workable guidelines rather than vague rules
- Reasons that connect a guideline to participation or presentation quality
- Respectful revisions that build on another student's idea
- Invitations that bring quieter group members into the discussion

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