

Plan Play Cards

Build a clear group plan, one move at a time.

GRADE 9 • 9.C.1.A.iv

9.C.1.A.iv "Facilitate and contribute to a range of sustained collaborative discussions with diverse partners on grade nine 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 Build one shared plan, not separate ideas.

2 Use a card only when its starter fits what you mean.

3 Let each person finish before you respond.

4 Agree on a goal, deadlines, and jobs before the round ends.

HOW TO PLAY Teams of 3 or 4

1. Form a group of 3 or 4. Pick one Topic Card.
2. Take different Role Cards. Put one role aside if your group has three players.
3. Make two copies of the Move Cards, shuffle them, and deal four cards to each player.
4. Discuss the topic. When you genuinely use a card's starter, place that card in the middle.
5. End when every dealt Move Card is in the middle. Review your goal, deadlines, and jobs.

AFTER THE ROUND Check what you did

☐ I helped name a clear goal.

☐ I helped set a deadline.

☐ I accepted or helped assign an individual job.

☐ I checked that our plan was clear and shared.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Freshman Welcome Create a plan for a three-minute welcome message that helps new ninth graders feel ready for their first week.	Less Lunch Waste Create a plan for a one-week effort to reduce food and trash waste during lunch.	Better Study Space Create a plan to improve one study space that students use before or after school.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Goal Guard Keep the group focused on a clear final goal and ask what success will look like.	Calendar Captain Make sure the group names realistic deadlines for important steps.	Task Matcher Make sure each group member has a specific job that supports the plan.	Plan Scout Listen for missing details and ask the group to clarify the plan.

MOVE CARDS · deal 4 to each player

MOVE CARD SET OUR GOAL “Our group goal is to ____ by ____.”	MOVE CARD SET GOAL “By the end of ____, we want to have ____.”	MOVE CARD CHOOSE DEADLINE “Our deadline for ____ is ____.”	MOVE CARD NAME A DATE “Let's finish ____ by ____.”
MOVE CARD ASSIGN A JOB “____ will be responsible for ____ by ____.”	MOVE CARD SHARE THE WORK “I can ____, and ____ can ____ by ____.”	MOVE CARD CHECK THE PLAN “Can we confirm that our goal, deadline, and jobs are ____?”	MOVE CARD FIX THE PLAN “One part of our plan to clarify is ____.”

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

RUNNING THE ROUNDS

Give each group one topic and role set, plus two copies of the Move Cards for each round. Listen for students to use starters naturally, not merely read them. If participation is uneven, pause the group and ask the least-heard player to use a card that adds a needed goal, deadline, job, or clarification.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	Our group goal is to plan a three-minute welcome message by Friday.
Noah	Our deadline for choosing the message's three tips is Tuesday.
Inez	I can draft the message, and Maya can choose the three tips by Tuesday.
Maya	Noah will be responsible for asking two ninth graders for advice by Wednesday.
Noah	Can we confirm that our goal, deadline, and jobs are clear?

LISTEN FOR

- A concrete shared goal with a clear result
- Specific dates or time points instead of vague timing
- Named people connected to distinct tasks
- Plan checks that restate the goal, deadline, and responsibilities

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