Group Discussion
Role Guidelines

Each member of the group will take turns assuming one of the following four roles as part of your preparation for group discussion. Use the following format to help you record the appropriate notes in your literature logs.

1. **Discussion Director**

   Your job is to write down some good questions that you think your group would like to talk about. Try to list at least five questions. You may want to begin some of your questions with the words “Why?, “How?,” or “If.”

2. **Passage Master**

   Your job is to pick parts of the story that you want to read aloud to the group so they can discuss them. Your passages might be parts that you thought were good, funny, scary, or interesting. They might also be parts that you thought showed good writing and/or good description.

   Mark the parts you want to share with sticky notes or a bookmark and list them in your literature log like this:

<table>
<thead>
<tr>
<th>Page</th>
<th>Paragraph</th>
<th>Why I liked it</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

3. **Word Wizard**

   Your job is to look for special words in the story. You may want to choose words that are new, different, strange, funny, interesting, important, or hard. When you find a word that you want to talk about, mark it with a sticky note and write it down in your literature log like this:

<table>
<thead>
<tr>
<th>Word</th>
<th>Page</th>
<th>Why I picked it</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

   When your group meets, help your friends talk about the words you have chosen. You might want to talk about the following:

   - How does this word fit in the story?
   - Does anyone know what this word means?
   - Should we look it up in the dictionary?
   - What does the word make you feel like?
   - Can you draw the word?

4. **Artful Artist**

   Your job is to draw anything about the story that you liked. You may wish to draw a character, the setting, a problem, an exciting part, a surprise, a prediction of what will happen next, or anything else.

   Draw in your literature log or on a bigger piece of paper if you need it. Do any kind of drawing or picture you like.

   When your group meets, don’t tell them what your drawing is at first. Let them talk about it and guess first. When they have finished talking about it, you can talk to them about it.

*Ms. Rowley adapted these guidelines from Methods That Matter: Six Structures for Best Practice Classrooms by Harvey Daniels and Marilyn Bizar.*