LESSON MAKER PRO

More to Say

Build on ideas with details, reasons, and questions.

GRADE 3 · 3.LF.1.a

3.LF.1.a "Elaborate on responses in conversations and discussions."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1 Listen to the whole answer before you speak.	**2** Use a MOVE card only when its words fit what you mean.
3 It is fine to agree, disagree, or keep your first idea.	**4** Leave cards you cannot use in your hand.

HOW TO PLAY Teams of 3 or 4

1. In a group of three or four, choose one TOPIC card. Talk about its question.
2. Each player takes one ROLE card. With three players, take the first three roles and share the Truth Keeper job.
3. Shuffle the MOVE cards and deal four to each player. Set extra cards aside.
4. Talk for 8 minutes. When you truly use a MOVE card's starter, put that card in the middle.
5. Stop when the timer rings, even if cards are left. Check the statements about your talk.

AFTER THE ROUND Check what you did

- [ ] I gave a detail that made an answer clearer.
- [ ] I added a reason or example to an idea.
- [ ] I asked for more detail or answered a question about my idea.
- [ ] I spoke truthfully about our ideas, even if we all agreed or I kept my idea.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Indoor Recess Plan

What could our class do during indoor recess so everyone has a way to join in?

TOPIC

Playground Game Change

How could we change a playground game so more classmates can join?

TOPIC

Helpful Class Job

What classroom job would help our room, and what would that person do?

ROLE CARDS · one per player

ROLE

Detail Detective

Listen for an idea you want to know more about, then ask a question.

ROLE

Reason Finder

Listen for an idea and ask why it might work.

ROLE

Idea Linker

Listen for a way to add a detail to someone else's idea.

ROLE

Truth Keeper

Help the group say what everyone really thinks, whether they agree or not.

MOVE CARDS · deal 4 to each player

MOVE CARD

ASK MORE

"You said ____; can you tell me more about ____?"

MOVE CARD

ASK MORE

"When you said ____, what did you mean by ____?"

MOVE CARD

ADD DETAIL

"You asked about ____; one detail is ____."

MOVE CARD

ADD DETAIL

"To add to what ____ said, ____."

MOVE CARD

GIVE REASON

"I agree with ____ because ____."

MOVE CARD

GIVE REASON

"I still think ____ because ____ I have seen or tried."

MOVE CARD

SUM UP

"Our ideas so far include ____."

MOVE CARD

THINK AGAIN

"After hearing ____, I now think ____ because ____."

Cards last longer on thick paper.

More to Say

RUNNING THE ROUNDS

Print four copies of the eight MOVE cards per group so every player can receive four. Run one 8-minute round per topic, then rotate roles and deal again. If participation is uneven, invite quieter students to answer a follow-up question, but do not require anyone to play an inapplicable card.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	I think we could play charades at indoor recess because we can play without running.
Ben	You said charades; can you tell me more about how everyone gets a turn?
Ava	You asked about how everyone gets a turn; one detail is that we could play in small groups.
Kai	To add to what Ava said, kids could choose to act or guess.
Ben	Our ideas so far include playing charades in small groups and letting kids choose a part.

LISTEN FOR

- A follow-up question tied to a classmate's exact idea
- A response expanded with a useful detail, reason, or example
- A new detail that builds on what another student said
- A truthful summary of agreement or different views without pressure to change minds

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