LESSON MAKER PRO

Book Talk Cards

Share what you know from books you read on your own.

GRADE 3 · 3.LF.18

3.LF.18 "Demonstrate content knowledge built during independent reading of informational and literary texts by participating in content-specific discussions with peers and/or through writing."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Use stories or fact books you have already read on your own.
2. Share only book details you truly remember.
3. Listen until each speaker finishes.
4. You may agree, have different ideas, or keep your idea.

HOW TO PLAY Teams of 3 or 4

1. Form a group of 3 or 4. Make two copies of the 8 MOVE cards.
2. Pick one TOPIC card. Take one ROLE card each. With 3 players, take the first three roles and all share the fourth role.
3. Shuffle the 16 MOVE cards and deal 4 to each player. Set extra cards aside.
4. Talk about the topic for 8 minutes. Play a MOVE card in the middle only when you really use its starter.
5. Stop when the 8 minutes end, even if cards remain. Check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I named a book I read on my own.
- [ ] I shared a detail I remember from my book.
- [ ] I used a book detail to explain an idea.
- [ ] I listened and helped tell what our books showed.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Something New

What did you learn about a topic or character from a book you read on your own, and what detail taught you that?

TOPIC

Key Details

What detail from a book you read on your own would you tell someone, and what does it help them understand?

TOPIC

Across Books

What do your books teach about similar or different things, and which details show this?

ROLE CARDS · one per player

ROLE

Book Scout

Invite each player to name their book and tell what it is about.

ROLE

Detail Detective

Ask players which details from their books help explain their ideas.

ROLE

Idea Linker

Listen for ways the books' ideas are alike or different.

ROLE

Wrap Keeper

Help the group say what it found, including any questions it still has.

MOVE CARDS · deal 4 to each player

MOVE CARD

NAME CONTENT

"In my book, ____."

MOVE CARD

NAME CONTENT

"My book taught me ____."

MOVE CARD

SHARE DETAIL

"One detail I remember is ____."

MOVE CARD

EXPLAIN DETAIL

"That detail shows ____."

MOVE CARD

CONNECT BOOKS

"That reminds me of ____ in my book."

MOVE CARD

COMPARE BOOKS

"My book is different because ____."

MOVE CARD

SUM UP

"So far, our ideas are ____."

MOVE CARD

STATE POSITION

"My idea now is ____, based on a detail from my book."

Cards last longer on thick paper.

Book Talk Cards

RUNNING THE ROUNDS

Run an 8-minute round with one topic, then choose a new topic for another round if time allows. If participation is uneven, invite quieter players to share a book detail, but do not require every card to be played. Accept full agreement, unresolved differences, and an unchanged position when students support what they say with book details.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	In my book, The Three Little Pigs, the wolf could not blow down the brick house.
Leo	My book taught me that steady work matters because the tortoise kept moving while the hare slept.
Ana	One detail I remember is that the ant saved food for winter in The Ant and the Grasshopper.
Maya	That reminds me of the pig building a strong brick house in my book.
Leo	So far, our ideas are that the pig's brick house stayed up, the tortoise kept going, and the ant saved food.

LISTEN FOR

- Names a book read independently and shares accurate content from it
- Uses remembered details to explain an idea about a story or topic
- Connects or distinguishes content from different books without forcing agreement
- Summarizes the group's ideas accurately, including differences or open questions

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