LESSON MAKER PRO

# Word Wise Talks

*Choose words that make your group's ideas clear.*

**GRADE 4 · 4.LF.13**

**4.LF.13** "Use grade-appropriate general academic and domain-specific words and phrases in presentations and discussions."

NAME _____ DATE _____

## OUR GROUND RULES Read together first

1. Choose words that fit the topic.
2. Explain a word if someone asks what it means.
3. Listen to the words others choose.
4. You may agree, disagree, or keep your view.

## HOW TO PLAY Teams of 3 or 4

1. Form a group of 3 or 4. Pick one TOPIC card and read its task.
2. Take one ROLE card each. With 3 players, everyone shares the fourth role's job.
3. Use two copies of the 8 MOVE cards. Shuffle all 16 cards and deal 4 to each player.
4. Set a timer for 8 minutes. Discuss the topic and do your role's job. Say a MOVE card's full starter with your own ending before you play it to the middle.
5. Stop when the timer ends. Leave unused cards unplayed, then check the reflection statements.

## AFTER THE ROUND Check what you did

- [ ] I used a word that fit our topic.
- [ ] I explained a word when it needed explaining.
- [ ] I gave a reason for choosing a word.
- [ ] I restated an idea using clear words.

Cut along the dashed lines

**TOPIC CARDS** · pick one per round

**TOPIC**

## Playground Game Plan

Plan a simple playground game and explain its rules so other children could play.

**TOPIC**

## Classroom Cleanup

What plan could help your class put away shared materials quickly and safely?

**TOPIC**

## Rainy Day Recess

What indoor recess choices could work for your class, and how would you explain them clearly?

**ROLE CARDS** · one per player

**ROLE**

### Word Scout

Listen for words that fit the topic and help the group speak clearly.

**ROLE**

### Meaning Maker

Ask what a word means when its meaning is not clear.

**ROLE**

### Reason Ranger

Listen for reasons that show why a chosen word fits.

**ROLE**

### Idea Keeper

Keep track of the group's ideas so they can be restated accurately, even if people disagree.

**MOVE CARDS** · deal 4 to each player

**MOVE CARD**

**NAME TERM**

"A precise word for this is ____."

**MOVE CARD**

**NAME TERM**

"A topic word that fits is ____."

**MOVE CARD**

**EXPLAIN TERM**

"By that word, I mean ____."

**MOVE CARD**

**EXPLAIN TERM**

"That term means ____ in our plan."

**MOVE CARD**

**SUPPORT CHOICE**

"I chose that word because ____."

**MOVE CARD**

**SUPPORT CHOICE**

"That term fits our idea because ____."

**MOVE CARD**

**CLEAR SUMMARY**

"To sum up with precise words, our plan is ____."

**MOVE CARD**

**CLEAR SUMMARY**

"Our ideas, in clear terms, are ____."

Cards last longer on thick paper.

# Word Wise Talks



## RUNNING THE ROUNDS

Print two copies of the MOVE cards so each group has a 16-card deck. Run each round for 8 minutes, then choose a new TOPIC card and reshuffle for another round. Invite quieter players to use a fitting starter, but do not require every card to be played or every player to change their view.

## WHAT A STRONG ROUND SOUNDS LIKE

| | |
|---|---|
| **Ava** | Our game needs an edge. A precise word for this is boundary. |
| **Ben** | By that word, I mean the line that marks where our game is played. |
| **Cora** | That term fits our idea because players will know when the ball is out. |
| **Ava** | A topic word that fits is rotate. |
| **Ben** | Our ideas, in clear terms, are to mark a boundary and rotate, or take turns, when throwing the ball. |

## LISTEN FOR

- Topic words that name a rule, action, or place accurately
- Explanations that make a chosen word clear to listeners
- Reasons that connect a word choice to the group's idea
- Summaries that use clear terms and report agreement or different views accurately

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