LESSON MAKER PRO

Talk Moves Lab

Ask, explain, and report ideas clearly.

GRADE 5 · 5.LF.9

5.LF.9 "Express ideas clearly and effectively to diverse partners or groups. a. Pose and respond to explicit questions in ways that contribute to the discussion and elaborate on the remarks of others. b..."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Listen until each speaker finishes.
2. Speak clearly at a pace others can follow.
3. Play a card only when its words fit what you truly mean.
4. You may agree, disagree, or keep your view.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card and talk about its question.
2. Each player takes one ROLE card and four MOVE cards. Use extra copies of the MOVE cards. With three players, everyone shares the Pace Coach job.
3. Set an 8-minute timer and agree to stop when it rings.
4. Do your role's job as you talk. When you genuinely use a MOVE card's starter, place that card in the middle.
5. Stop when the timer rings, even if you have cards left. Check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I asked or answered a clear question that helped the discussion.
- [ ] I added to someone's idea with a useful detail.
- [ ] I summed up ideas I heard or reported steps in order.
- [ ] I spoke clearly at a pace others could follow.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Teach a Game

How would you teach someone an indoor group game you know? Explain the steps in order and include helpful details.

TOPIC

School Day Guide

What would you tell a new student about getting ready for a school day? Put your advice in order and give examples from your experience.

TOPIC

Team Project Plan

How would you help a group start a class project? Explain the first steps in order and give reasons for your choices.

ROLE CARDS · one per player

ROLE

Question Scout

Ask about a detail you want to understand and give a clear answer when someone asks you.

ROLE

Detail Builder

Add a useful example or detail that connects to someone else's idea.

ROLE

Idea Reporter

Give an ordered explanation and briefly sum up ideas you hear from the group.

ROLE

Pace Coach

Speak at a pace others can follow and politely ask for a slower repeat if needed.

MOVE CARDS · deal 4 to each player

MOVE CARD

ASK CLEARLY

"Could you explain ____?"

MOVE CARD

ANSWER CLEARLY

"To answer your question, ____."

MOVE CARD

BUILD ON

"Building on your idea, I would add ____."

MOVE CARD

ADD EVIDENCE

"A detail that supports your point is ____."

MOVE CARD

RECALL IDEAS

"So far, I heard ____."

MOVE CARD

SUM UP

"To sum up, the ideas shared were ____."

MOVE CARD

REPORT STEPS

"I would explain it in this order: ____."

MOVE CARD

GIVE EXAMPLE

"A helpful example is ____."

Cards last longer on thick paper.

Talk Moves Lab

RUNNING THE ROUNDS

Print three or four copies of the MOVE cards per group so every player can receive four; unused cards are fine. Run another round with a new topic and rotated roles if time allows. If one student speaks much more than others, invite quieter students to contribute without requiring them to use an inapplicable card or change their view.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I would explain it in this order: First, everyone draws a picture. Then we pass the papers and guess what each picture shows.
Leo	Could you explain how we pass the papers?
Maya	To answer your question, we slide each paper to the person on our right after everyone finishes drawing.
Noah	A detail that supports your point is that waiting until everyone finishes keeps the papers from getting mixed up.
Ivy	So far, I heard that we draw, pass the papers right, and guess the pictures. We also wait until everyone finishes drawing.

LISTEN FOR

- Specific questions and answers that move the topic forward
- Details that clearly connect to a previous speaker's idea
- Accurate spoken summaries and ordered explanations with useful details
- Clear speech at a pace listeners can follow

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