LESSON MAKER PRO

Text Talk Cards

Test how a writer's choices shape a reader's experience.

GRADE 7 · 7.CL.9

7.CL.9 "Participate in collaborative discussions about prose and poetry by evaluating the use of literary devices and elements."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Use words from the topic text to support your ideas.
2. Explain what a writer's choice does, not just what it is called.
3. Listen to other views without forcing agreement.
4. Play a MOVE card only when you use its starter.

HOW TO PLAY Teams of 3 or 4

1. Pick one TOPIC card. Read its text and question aloud.
2. With four players, take one ROLE card each. With three, take the first three roles and share Thread Tracker.
3. Shuffle two copies of the eight MOVE cards. Deal four to each player and set extras aside.
4. Agree on an eight-minute limit. Discuss the topic and play each MOVE card you use into the middle.
5. Stop when time is up, even if cards remain. Check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I used words from the text to support an idea.
- [ ] I explained how well a writer's choice worked.
- [ ] I listened to a different view or a question about the text.
- [ ] I can say where our views matched or differed, even if my view did not change.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Rainy Street

Read: "Rain rattles on roofs. / The street hums a sleepy song." How do the sounds and the street's action shape the mood? Which choice works better for you, and why?

TOPIC

Closed Door

Read: "The door clicked shut. Lina held her breath as footsteps stopped outside." How do the short actions and the pause build suspense? Which detail works best, and why?

TOPIC

Heavy Backpack

Read: "My backpack is a mountain. / Each book is one more stone." How does this comparison change how you see the speaker's day? How well does it work?

ROLE CARDS · one per player

ROLE

Detail Detective

Look for exact words in the text that support the group's ideas.

ROLE

Effect Judge

Ask how well a writer's choice creates its effect.

ROLE

Question Scout

Ask questions that help the group look more closely at the text.

ROLE

Thread Tracker

Keep track of where the group's views match or differ.

MOVE CARDS · deal 4 to each player

MOVE CARD

SPOT WORDS

"I noticed ____."

MOVE CARD

FIND EVIDENCE

"The exact words that show this are ____."

MOVE CARD

JUDGE EFFECT

"This choice works well because ____."

MOVE CARD

COMPARE CHOICES

"Another choice works better for me because ____."

MOVE CARD

ASK ABOUT EFFECT

"How does ____ affect your view of the scene?"

MOVE CARD

NAME AGREEMENT

"We agree that ____."

MOVE CARD

NAME DIFFERENCE

"We still see it differently because ____."

MOVE CARD

KEEP POSITION

"My view has not changed because ____."

Cards last longer on thick paper.

Text Talk Cards

RUNNING THE ROUNDS

Print two sets of MOVE cards for each group so every player can receive four. Run each round for the agreed eight minutes, and allow unused cards; if participation is uneven, invite quieter players to offer a text-based idea without requiring a card play, disagreement, or changed opinion.

WHAT A STRONG ROUND SOUNDS LIKE

Jay	I noticed “Rain,” “rattles,” and “roofs” repeat the r sound.
Mina	This choice works well because the repeated r sound makes the rain feel sharp and fast.
Sol	How does the street's “sleepy song” affect your view of the scene?
Eva	Another choice works better for me because the street's “sleepy song” makes the scene feel calm, despite the rain.
Mina	We still see it differently because Eva prefers the calm image, while I prefer the sharp rain sounds.

LISTEN FOR

- Exact words used as evidence for a claim about the text
- An explanation of how a sound, image, comparison, or action affects the reader
- A judgment about which choice works better and why
- An accurate summary of agreement, differing views, or an evidence-supported unchanged view

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