

Talk It Through

Use what you prepared to grow a group idea.

GRADE 3 • SL.3.1a

CCSS.ELA-Literacy.SL.3.1a "Come to discussions prepared, having read or studied required material; explicitly draw on that preparation and other information known about the topic to explore ideas under discussion."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Read the Topic Card and jot two notes first.

2 Play a Move Card only when it fits your idea.

3 Listen before you add on or ask a question.

4 Let each player finish speaking.

HOW TO PLAY Teams of 3 or 4

1. In a group of 3 or 4, choose a Topic Card, read it, and jot two notes.
2. Each player takes one Role Card.
3. Use two complete Move Card sets. Deal four Move Cards to each player and set extra cards aside.
4. Take turns speaking. When you truly use a card's starter, place that card in the middle.
5. Keep taking turns until every dealt Move Card is in the middle.

AFTER THE ROUND Check what you did

☐ I used something from my notes.

☐ I shared something I already knew.

☐ I added to or asked about another idea.

☐ I used my Move Cards when they fit my meaning.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Better Recess What one change would make recess more fair, and why?	Reading Spot What should a class reading spot include so students can focus?	Morning Ready What can help students get ready to learn at the start of the day?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Note Detective Listen for a player using a note or something they knew before the talk.	Question Finder Notice when the group asks for details about an idea.	Idea Linker Listen for an idea that adds to or connects with another idea.	Turn Keeper Make sure each player gets a turn before anyone takes a second turn.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
USE NOTES “In my notes, I wrote ____.”	USE NOTES “Before we talked, I noticed ____.”	SHARE KNOWLEDGE “From what I know, ____.”	SHARE KNOWLEDGE “One time I saw ____.”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BUILD IDEA “I want to add ____ to ____'s idea.”	BUILD IDEA “This connects to ____ because ____.”	ASK DETAILS “What did you notice about ____?”	ASK DETAILS “Can you tell more about ____?”

Print one card sheet per team. Cards last longer on thick paper.

RUNNING THE ROUNDS

For each round, give each group one Topic Card and two copies of the Move Card deck so every player receives four cards. Students should make notes silently before discussion, then set aside any undelt cards. If participation is uneven, have the Turn Keeper pause the group until a quieter player has a turn, and remind frequent speakers to use listening moves.

WHAT A STRONG ROUND SOUNDS LIKE

Ana	In my notes, I wrote that a quiet place helps me focus.
Ben	One time I saw pillows in a reading corner, and students could sit comfortably.
Cara	I want to add pillows to Ben's idea.
Diego	What did you notice about where the quiet place should be?
Ana	This connects to a corner away from the door because fewer people walk by.

LISTEN FOR

- Specific notes brought into the discussion
- Relevant personal knowledge or experience
- Additions that name and extend a peer's idea
- Questions that ask for details about the topic

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