

Speak and Play

Build a clear report or story, one card at a time.

GRADE 3 • SL.3.4

CCSS.ELA-Literacy.SL.3.4 "Report on a topic or text, tell a story, or recount an experience with appropriate facts and relevant, descriptive details, speaking clearly at an understandable pace."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak one at a time.

2 Use your starter before you play its card.

3 Add facts and details that fit the topic.

4 Speak clearly, not too fast.

HOW TO PLAY Teams of 3 or 4

1. Pick one TOPIC card. Each player takes one ROLE card.
2. Shuffle the MOVE cards and deal four cards to each player.
3. Read the topic question. Think of facts, details, and events you could share.
4. Take turns using a sentence starter from one card. When you use it, place that card in the middle.
5. Keep taking turns until every player has played all four cards. Then complete the reflection.

AFTER THE ROUND Check what you did

☐ I told facts that fit our topic.

☐ I added details that helped listeners understand.

☐ I put events or steps in a clear order.

☐ I spoke clearly at a pace listeners could follow.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Recess Game Report on a recess game your group knows. Explain how to play it and why it is fun.	Helping Home Recount a time you helped at home. Tell what happened first, next, and last.	School Place Describe a place at school your group knows well. Tell what it looks like and what happens there.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Fact Finder Watch for facts that fit the topic and point to the topic card if an idea does not fit.	Detail Detective Listen for details that help listeners picture or understand the topic.	Order Keeper Listen for clear first, next, and last events or steps.	Voice Coach Give a quiet hand signal if someone is hard to hear or talks too fast.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
NAME TOPIC “Our topic is ____.”	NAME TOPIC “Today I will tell about ____.”	TELL ORDER “First, ____.”	TELL ORDER “Next, ____.”
ADD FACT “One fact about ____ is that ____.”	ADD FACT “Another important detail is ____.”	PAINT PICTURE “A detail that helps you picture it is ____.”	PAINT PICTURE “It looks, sounds, or feels like ____.”

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

RUNNING THE ROUNDS

Print one eight-card MOVE deck for each player, shuffle the decks together, and deal four cards to each player. Use a new topic card for each round. If participation is uneven, have the Voice Coach pause the group after each turn until every player has had a chance to use one card.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	Our topic is four square, a ball game we play at recess.
Eli	First, one player serves the ball by bouncing it into another square.
Noah	One fact about four square is that each player tries to keep the ball from bouncing twice in a square.
Ivy	A detail that helps you picture it is the white chalk lines that make four boxes on the blacktop.
Maya	Another important detail is that the game is fun because players can take turns and try again after they get out.

LISTEN FOR

- Facts and details that stay on the chosen topic
- Descriptive words that help listeners picture the topic
- Events or steps shared in a clear order
- Clear voices and a pace that is easy to follow

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