

Talk It Clear

Use complete sentences to add details and clear up ideas.

GRADE 3 • SL.3.6

CCSS.ELA-Literacy.SL.3.6 "Speak in complete sentences when appropriate to task and situation in order to provide requested detail or clarification."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak in complete sentences.

2 Use a Move card only when it fits.

3 Ask for details when something is unclear.

4 Take turns and listen carefully.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and read its question together.
2. Each player takes a different Role card.
3. Deal four Move cards to each player from repeated Move-card sets.
4. Discuss the question. When you genuinely use a starter, place that card in the middle.
5. Keep taking turns until every Move card is in the middle, then check the reflection.

AFTER THE ROUND Check what you did

☐ I spoke in complete sentences.

☐ I gave details when someone asked.

☐ I asked for clarification in a complete sentence.

☐ I explained what I meant clearly.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Recess Game Plan What game should your group play at recess, and what rule would make the game fair?	Indoor Recess Choice What should your group choose to do during indoor recess, and why?	Morning Helper Plan How could the class make arrival time smoother, and why would your idea help?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Detail Detective Listen for details or examples that make an idea clearer.	Question Keeper Help the group stay focused on the question on the Topic card.	Clarity Checker Notice unclear ideas and ask the speaker to explain more.	Turn Tracker Make sure each player has a chance to speak and play cards.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
GIVE A DETAIL “One detail is that ____.”	ASK FOR MORE “Could you explain more about ____?”	ADD AN IDEA “I want to add that ____.”	EXPLAIN CLEARLY “To be clear, I mean ____.”
GIVE A REASON “I think ____ because ____.”	CHECK MEANING “Do you mean that ____?”	SHARE A DETAIL “Another detail is that ____.”	ASK WHY “Can you tell why ____?”

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

RUNNING THE ROUNDS

Print enough repeated Move-card sets so each player receives four cards. Accept a card only when its starter is spoken in a complete sentence and fits the conversation; if a player has few turns, have the Turn Tracker invite that player to speak before others play another card. Topics have many valid answers, but students should support choices with clear details or reasons.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	For our Recess Game Plan, I think we should play four square because everyone can have a turn.
Jordan	Could you explain more about how everyone gets a turn?
Maya	To be clear, I mean that each player gets one turn before the next round starts.
Liam	I want to add that we can make a line when there are many players.
Ava	One detail is that the line should stay behind the court until it is a player's turn.

LISTEN FOR

- Complete sentences that answer the group question
- Specific details, reasons, or examples after a request
- Polite complete-sentence questions for clarification
- Clear restatements that explain an earlier idea

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