

Talk Team Challenge

Use your job and your words to move the discussion forward.

GRADE 4 • SL.4.1b

CCSS.ELA-Literacy.SL.4.1b "Follow agreed-upon rules for discussions and carry out assigned roles."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen while one person speaks.

2 Wait until the speaker finishes.

3 Use kind, respectful words.

4 Do the job on your Role card.

HOW TO PLAY Teams of 3 or 4

1. Choose a Topic card and read the question aloud.
2. Each player takes one Role card. With 3 players, set one Role card aside.
3. Deal 4 Move cards to each player and keep them in your hand.
4. Take turns discussing the topic. Do your role job, then play a Move card when you truly use its starter.
5. Keep talking until every dealt Move card is in the middle. Then complete the reflection.

AFTER THE ROUND Check what you did

☐ I listened without interrupting.

☐ I did the job on my Role card.

☐ I used a Move card when I really said the starter.

☐ I helped make sure everyone had a chance to speak.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Welcome Plan Choose two ways your class could help a new student feel welcome. Explain why each way would help.	Recess Choice Choose a fair plan for a recess game when many students want to use the same equipment.	Supply System Choose the best way to keep shared classroom supplies neat and easy to find.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Turn Tracker Watch who has spoken, and invite someone who has not had a turn.	Focus Finder Listen for ideas that answer the Topic card question, and bring the group back to the question when needed.	Time Teller Keep track of time, and tell the group when it is time to choose an idea.	Plan Writer Write the group's final choice after the group agrees on it.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
SHARE IDEA “I think ____ would help because ____.”	SHARE IDEA “I think ____ would help because ____.”	BUILD ON “I want to add to ____'s idea: ____.”	BUILD ON “I want to add to ____'s idea: ____.”
INVITE VOICE “____, what do you think about ____?”	INVITE VOICE “____, what do you think about ____?”	USE ROLE “As the ____, I notice ____, so ____.”	USE ROLE “As the ____, I notice ____, so ____.”

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

RUNNING THE ROUNDS

Copy enough Move cards so that each player receives four cards, using repeated card designs as needed. Run rounds with different Topic cards, and if one student is taking over, prompt the Turn Tracker to invite a student who has not spoken before the group continues.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	I think we should make a welcome poster because it can show important places.
Noah	I want to add to Ava's idea: we could also give the student a map.
Mia	Jordan, what do you think about giving a map?
Jordan	I think the map should show the office and cafeteria because those places can be hard to find.
Ava	As the Time Teller, I notice we have two minutes left, so let's choose the places now.

LISTEN FOR

- Students wait for a speaker to finish before responding.
- Students invite a quieter group member into the discussion.
- Students connect an idea to a classmate's idea.
- Students name and carry out a role responsibility.

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