

Talk It Through

Listen, review, and grow your ideas.

GRADE 4 • SL.4.1d

CCSS.ELA-Literacy.SL.4.1d "Review the key ideas expressed and explain their own ideas and understanding in light of the discussion."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Take turns speaking and listening.

2 Use a Move card only when it fits the talk.

3 Listen for ideas, not just your turn.

4 Let every player share before you speak again.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and give each player one Role card.
2. Shuffle enough copies of the Move cards so each player gets four cards.
3. Discuss the topic, doing the job on your Role card.
4. When you genuinely use a card's starter, place that card in the middle.
5. When every dealt card is in the middle, each person shares one key idea and how the talk affected their thinking.

AFTER THE ROUND Check what you did

☐ I named or restated a key idea from the group.

☐ I connected ideas that people shared.

☐ I explained how the discussion changed or strengthened my thinking.

☐ I shared what I understand now.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Fair Recess How could students make recess games fair when many people want to play?	Classroom Noise What plan could help classmates work when some need quiet and others need to talk?	Welcome Week How can a class help a new student feel included during the first week?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Idea Tracker Listen for important ideas and help the group notice ideas that come up more than once.	Link Maker Listen for two ideas that fit together and point out the connection.	Thinking Watcher Notice when someone changes or strengthens an idea after listening.	Round Closer When all cards are played, ask each person to share a key idea and their thinking now.

MOVE CARDS · deal 4 to each player

MOVE CARD REVIEW IDEA “One key idea I heard is ____.”	MOVE CARD REVIEW IDEA “Our group has said that ____.”	MOVE CARD LINK IDEAS “____ and ____ connect because ____.”	MOVE CARD LINK IDEAS “I can join ____ idea with ____ by ____.”
MOVE CARD SHIFT THINKING “At first, I thought ____, but now I think ____ because ____.”	MOVE CARD SHIFT THINKING “Hearing ____ helped me understand that ____.”	MOVE CARD STATE LEARNING “After listening, my idea is ____ because ____.”	MOVE CARD STATE LEARNING “The idea I understand best is ____ because ____.”

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

RUNNING THE ROUNDS

Print enough Move-card sets so each group member receives four cards, then shuffle the cards before dealing. Run the round until every dealt card has been played, then use the reflection statements for a quick check. For uneven participation, direct frequent speakers to wait and ask quieter students which of their cards fits the discussion next.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	One key idea I heard is that players could take turns choosing teams.
Noah	Taking turns choosing teams and changing the team captains each game connect because both give more students a chance to choose.
Ava	At first, I thought captains should choose every time, but now I think we should change captains because the same students might always be picked first.
Liam	After listening, my idea is that we should also make a rule that no one is left out because fair games include everyone.
Maya	Our group has said that we should take turns choosing, change captains, and make sure everyone plays.

LISTEN FOR

- Accurate restating of a classmate's key idea
- Connections between two ideas from the discussion
- A student explaining how listening changed or strengthened an idea
- A final idea that clearly uses what the group said

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