

Report Relay

Build a clear group report, one sentence at a time.

GRADE 4 • SL.4.4

CCSS.ELA-Literacy.SL.4.4 "Report on a topic or text, tell a story, or recount an experience in an organized manner, using appropriate facts and relevant, descriptive details to support main ideas or themes; speak clearly at an understandable pace."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak clearly at a steady pace.

2 Use a card only when your words fit its starter.

3 Listen before adding to the report.

4 Keep every sentence on the topic.

HOW TO PLAY Teams of 3 or 4

1. Choose a Topic card and read the task aloud.
2. Each player takes one Role card.
3. Use two copies of the Move Cards, then deal four cards to each player.
4. Take turns adding one sentence to the group report. When you use a starter, place that card in the middle.
5. Keep going until every dealt card is in the middle, then complete the reflection.

AFTER THE ROUND Check what you did

☐ I gave the report a clear beginning, middle, and ending.

☐ I used facts or true details that fit the topic.

☐ I added details that helped listeners understand or picture the topic.

☐ I spoke clearly at an understandable pace.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Recess Game Explain how to play a recess game you know. Tell the steps in order and add facts and details that help a new player.	School Memory Recount a school event you remember. Tell what happened in order and include details that show why it mattered.	Helpful School Place Report on a place in your school that helps students learn or feel safe. State its purpose and add facts and details.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Order Guide Watch for a clear beginning, middle, and ending, and point to the next speaker when the report needs another part.	Fact Finder Listen for true facts or experiences that fit the topic, and ask for one when the report needs support.	Detail Detective Listen for details that help listeners picture or understand the topic, and ask for one when needed.	Voice Coach Listen for clear voices and an understandable pace, then give a quiet thumbs-up when you hear both.

MOVE CARDS · deal 4 to each player

MOVE CARD START REPORT “Our report is about ____.”	MOVE CARD ADD FACT “One fact is that ____.”	MOVE CARD ADD FACT “Another fact is that ____.”	MOVE CARD FIRST STEP “First, ____.”
MOVE CARD NEXT STEP “Next, ____.”	MOVE CARD ADD DETAIL “A detail that helps you picture it is ____.”	MOVE CARD ADD DETAIL “For example, ____.”	MOVE CARD CLOSE REPORT “To sum up, ____.”

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

RUNNING THE ROUNDS

For each group of three or four, print two sets of Move Cards so every player can receive four cards. Listen for a connected report rather than separate answers, and collect only the cards that were dealt. If one player is taking over, use a turn order and have a different player speak before that player may play another card.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	Our report is about how to play Red Light, Green Light at recess.
Owen	One fact is that one player is the caller, and the other players line up several steps away.
Lina	First, the caller faces away and says, "Green light," so the players walk forward.
Sam	Next, the caller turns around and says, "Red light," and everyone must freeze.
Mia	To sum up, you win by reaching the caller without moving on red light.

LISTEN FOR

- A clear main point near the beginning
- Facts and details that directly support the topic
- Steps or events connected in a sensible order
- Audible speech at a steady, understandable pace

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