

Talk Move Challenge

Build ideas together, one move at a time.

GRADE 5 • SL.5.1

CCSS.ELA-Literacy.SL.5.1 "Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 5 topics and texts, building on others' ideas and expressing their own clearly."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen without interrupting.

2 Use a starter before you play a card.

3 Build on ideas, even when you disagree.

4 Make room for every voice.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and read the question aloud.
2. Each player takes one Role card and does that job during the round.
3. Use two copies of the Move cards. Deal four cards to each player.
4. Discuss the topic. When you genuinely use a card's starter, place that card in the middle.
5. End the round when every dealt card is in the middle. Then check the reflection statements.

AFTER THE ROUND Check what you did

☐ I shared my own idea clearly.

☐ I listened and responded to another person's idea.

☐ I asked or answered a question that helped the group understand.

☐ I helped make room for every group member.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Recess Equipment What is one fair rule for sharing popular recess equipment?	Classroom Helper Which classroom job would help your class most, and why?	Library Book Choice What fair plan should the library use when several students want the same new book?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Voice Booster Notice who has not spoken, then invite that person to share an idea.	Link Finder Point out when one person's idea connects to another person's idea.	Clarity Coach Ask for an explanation when an idea is hard to understand.	Wrap Up Near the end, state one idea the group agrees on or one question still open.

MOVE CARDS · deal 4 to each player

MOVE CARD SHARE IDEA “My idea is ____ because ____.”	MOVE CARD SHARE IDEA “I think ____ would work because ____.”	MOVE CARD BUILD ON “I want to add to ____'s idea that ____.”	MOVE CARD BUILD ON “That connects to ____'s idea because ____.”
MOVE CARD CLARIFY IDEA “Can you explain why ____?”	MOVE CARD CLARIFY IDEA “Do you mean that ____?”	MOVE CARD CONSIDER VIEW “I see it differently because ____.”	MOVE CARD SUM UP “So far, we agree that ____.”

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

RUNNING THE ROUNDS

Print two sets of Move cards for each group. Deal four cards to each player, then run a new round with a different topic and role. If participation is uneven, pause the discussion and have the Voice Booster invite a player who has not yet shared.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	My idea is to use a five-minute timer because everyone gets a turn.
Ben	I want to add to Ava's idea that we could make a waiting line.
Cora	Can you explain why a waiting line would help?
Ben	I think a waiting line would work because everyone could see who goes next.
Diego	That connects to Ben's idea because the timer tells each person when to leave the equipment.

LISTEN FOR

- Students name a classmate's idea before adding to it.
- Students give clear reasons for their own ideas.
- Students ask questions that clarify an idea.
- Students respond respectfully to different viewpoints.

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