

Talk Move Match

Build ideas by asking, answering, and adding on.

GRADE 5 • SL.5.1c

CCSS.ELA-Literacy.SL.5.1c "Pose and respond to specific questions by making comments that contribute to the discussion and elaborate on the remarks of others."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen fully before you respond.

2 Use a Move card only when it fits.

3 Name the idea you are responding to.

4 Make space for every voice.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and read its question aloud.
2. Each player takes one Role card.
3. Shuffle copies of the Move cards and deal four to each player.
4. Take turns speaking. When you genuinely use a card's starter, play it in the middle.
5. The round ends when all Move cards are in the middle. Check the reflection, then choose a new topic.

AFTER THE ROUND Check what you did

☐ I asked a specific question about an idea.

☐ I answered a question with a clear detail.

☐ I added to a classmate's remark.

☐ I connected my comment to what someone said.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Fair Recess What could our class do to make recess fair and fun when many students want the same equipment?	Project Jobs How can a group make sure each person has a useful job during a class project?	Quiet Work What plan could help our class work quietly when some students need to talk?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Question Scout Listen for an idea that needs a specific question, and ask the group to make one.	Detail Detective Listen for ideas that need clearer details, and ask a question to clear them up.	Idea Builder Listen for a classmate's remark that you can extend with a reason, detail, or example.	Connection Captain Notice when two ideas connect, and point out the connection.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
ASK MORE “Can you tell more about ____?”	ASK MORE “What makes you think ____?”	BUILD ON “I want to build on that idea by adding ____.”	BUILD ON “I want to build on ____'s idea because ____.”
CONNECT IDEAS “That connects to ____ because ____.”	CLARIFY MEANING “Do you mean ____?”	ADD EXAMPLE “For example, ____.”	AGREE ADD “I agree with ____, and I would add ____.”

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

RUNNING THE ROUNDS

Give each group four Move cards per player, using duplicate printed sets as needed. Run one Topic card per round, then have students switch roles for the next round. If participation is uneven, pause the group and ask frequent speakers to wait until a quieter member has played a card.

WHAT A STRONG ROUND SOUNDS LIKE

Mina	For example, our class could use a sign-up list for the basketball court.
Jalen	Can you tell more about how the sign-up list would work?
Mina	I want to build on that idea by adding that each team could play for ten minutes.
Tara	I agree with Mina, and I would add that a student could help check the list.
Jalen	That connects to the time limit because the student could tell teams when to switch.

LISTEN FOR

- Specific questions that name an idea or detail
- Comments that add a reason, detail, or example
- Responses that refer to a classmate by name
- Connections between two remarks

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