

Conclusion Card Quest

Talk, review ideas, and reach a strong conclusion.

GRADE 5 • SL.5.1d

CCSS.ELA-Literacy.SL.5.1d "Review the key ideas expressed and draw conclusions in light of information and knowledge gained from the discussions."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen without interrupting.

2 Use a card only after you say its idea.

3 Talk about ideas, not people.

4 Make room for every voice.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and read the question together.
2. Each player takes a different Role card.
3. Shuffle enough copies of the Move cards so each player gets four cards.
4. Talk about the topic. When you truly use a card's starter, place that card in the middle.
5. When all cards are in the middle, state your group's conclusion and complete the reflection.

AFTER THE ROUND Check what you did

- ☐ I named key ideas from the discussion.
- ☐ I used new information shared by others.
- ☐ I helped connect ideas before reaching a conclusion.
- ☐ I checked that our conclusion matched the discussion.

✂

TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Brain Break Plan Which kind of five-minute brain break would help your class return ready to learn, and what conclusion can your group reach?	Library Choices What is one fair way to choose new books for your classroom library, and what conclusion can your group reach?	Less Lunch Waste What is one change students could make to waste less food at lunch, and what conclusion can your group reach?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Idea Collector Listen for ideas that more than one person says or supports.	Learning Spotter Notice new information or examples that change what the group knows.	Conclusion Coach Check whether the group's conclusion fits the ideas shared.	Link Maker Point out how an idea or new information connects to the conclusion.

MOVE CARDS · deal 4 to each player

MOVE CARD KEY IDEA “One key idea I heard is ____.”	MOVE CARD KEY IDEA “A main idea our group shared is ____.”	MOVE CARD NEW LEARNING “Something I learned from this talk is ____.”	MOVE CARD CONNECT IDEAS “This connects to ____ because ____.”
MOVE CARD DRAW CONCLUSION “Based on our ideas, I conclude ____.”	MOVE CARD DRAW CONCLUSION “The best conclusion is ____ because ____.”	MOVE CARD RETHINK IDEA “At first I thought ____, but now I think ____.”	MOVE CARD CHECK CONCLUSION “Our conclusion fits the discussion because ____.”

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

RUNNING THE ROUNDS

Provide duplicate Move card sets so every player receives four cards, then rotate Topic and Role cards for later rounds. If participation is uneven, pause after a few cards and ask the quietest player to use a card or share a key idea before the discussion continues.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	One key idea I heard is that a quiet stretch gives us movement without making the room noisy.
Noah	Something I learned from this talk is that some students refocus better after moving.
Ava	This connects to a quiet stretch because it lets everyone move calmly.
Leo	Based on our ideas, I conclude that our class should try a five-minute quiet stretch.
Mia	Our conclusion fits the discussion because it gives students movement and keeps the room calm.

LISTEN FOR

- Students name key ideas shared by more than one speaker.
- Students refer to information learned during the talk.
- Students connect examples and ideas before deciding.
- Students explain why their conclusion fits the discussion.

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