

Talk Move Match

Questions and details move ideas forward.

GRADE 6 • SL.6.1c

CCSS.ELA-Literacy.SL.6.1c "Pose and respond to specific questions with elaboration and detail by making comments that contribute to the topic, text, or issue under discussion."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen before you choose a card.

2 Speak one at a time.

3 Use a card only after you say its starter and finish the idea.

4 Respond with a reason, example, or detail.

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. Copy the MOVE cards as needed, then deal four to each player.
4. Take turns discussing. When you use a starter naturally, place that card in the middle.
5. End when every dealt MOVE card is in the middle, then complete the checks.

AFTER THE ROUND Check what you did

☐ I asked a question about a specific idea.

☐ I answered a question with a reason, example, or detail.

☐ I added to or connected to someone else's idea.

☐ I used my move cards in ways that fit the discussion.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Busy Evenings How can students manage homework, chores, and activities on the same evening?	Better Recess What could make recess fair and enjoyable for more students?	Shared Supplies What routines would help everyone share classroom supplies responsibly?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Question Captain Watch for specific questions, and ask the group to make a broad question clearer when needed.	Detail Detective Listen for reasons and examples, and ask a speaker to add one when an idea needs support.	Link Scout Notice when ideas connect or differ, and invite someone to explain the link.	Turn Tracker Keep track of who has spoken, and invite a quieter player to use a move card.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
ASK QUESTION “What makes you think ____?”	ASK QUESTION “Can you say more about ____?”	ADD DETAIL “For example, ____.”	ADD DETAIL “One detail that matters is ____.”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BUILD IDEA “I want to add ____ because ____.”	BUILD IDEA “I agree with ____ because ____.”	TEST IDEA “How would ____ work?”	DIFFERENT VIEW “I see it differently because ____.”

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

RUNNING THE ROUNDS

Print enough copies of the eight MOVE cards so each player receives four cards; in groups of three, set aside one ROLE card. Run one topic at a time and end the round only after all dealt cards have been played; if participation is uneven, have the Turn Tracker invite the student with the most cards left to enter by asking or answering a specific idea.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	What makes you think a homework list would help on a busy evening?
Jordan	For example, I could put a science worksheet before practicing soccer because the worksheet is due tomorrow.
Ava	I want to add a timer because it could keep one assignment from taking all evening.
Leo	How would a timer work if two assignments both take a long time?
Jordan	I agree with Ava because a timer can help me notice when it is time to switch tasks.

LISTEN FOR

- Specific questions that name the idea being discussed
- Answers that include a reason, example, or useful detail
- Comments that build on, test, or respectfully challenge an earlier idea
- Students connecting their move card to what another speaker said

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