

Say It Right

Match your words to your audience and purpose.

GRADE 6 • SL.6.6

CCSS.ELA-Literacy.SL.6.6 "Adapt speech to a variety of contexts and tasks, demonstrating command of formal English when indicated or appropriate. (See grade 6 Language standards 1 and 3 for specific expectations.)"

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak as if your topic's audience can hear you.

2 Use a Move Card only after you say its starter aloud.

3 Build on ideas respectfully, even when you disagree.

4 Let each player finish before you respond.

HOW TO PLAY Teams of 3 or 4

1. Draw a Topic Card and read the task and audience aloud.
2. Each player chooses one Role Card and follows that job.
3. Deal each player 4 Move Cards, using extra printed copies if needed.
4. Take turns discussing the task. Say and finish a card's starter, then place that card in the middle.
5. End the round when all cards are in the middle. Complete the reflection, then draw a new topic.

AFTER THE ROUND Check what you did

☐ I used words that fit our audience and purpose.

☐ I changed casual wording to formal English when needed.

☐ I spoke clearly and gave specific reasons.

☐ I responded respectfully to another idea.



TOPIC CARDS · pick one per round

TOPIC Principal Proposal What change would improve a shared school space? Prepare a formal 30-second proposal to the principal.	TOPIC Morning Announcement How can students help keep the school clean? Prepare a clear morning announcement for all students.	TOPIC Library Request What book, club, or event should the library add? Prepare a respectful request to the librarian.
--	---	---

ROLE CARDS · one per player

ROLE Audience Guide Keep the audience and purpose in view, and point out words that fit or do not fit.	ROLE Formality Coach Listen for casual wording and ask the group to restate it in formal English when needed.	ROLE Clarity Checker Ask for specific, complete ideas that the audience can understand.	ROLE Turn Tracker Make sure each player has time to use a Move Card and invite a quiet player into the talk.
---	--	--	---

MOVE CARDS · deal 4 to each player

MOVE CARD MAKE PROPOSAL “Our group proposes ____ because ____.”	MOVE CARD MAKE PROPOSAL “I recommend that ____ because ____.”	MOVE CARD CHECK AUDIENCE “Because we are speaking to ____, we should ____.”	MOVE CARD CHECK AUDIENCE “Our audience needs to know ____.”
MOVE CARD REVISE WORDS “A more formal way to say that is, “ ____.””	MOVE CARD REVISE WORDS “Instead of saying “ ____,” we could say “ ____.””	MOVE CARD RESPECTFULLY DISAGREE “I see your point. However, ____.”	MOVE CARD CLARIFY IDEA “To be clear, ____.”

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

RUNNING THE ROUNDS

Print enough sets of Move Cards so every player receives four cards, then have groups draw one Topic Card per round. For uneven participation, the Turn Tracker invites quieter players to speak first, and players may not play a card until they have used its starter aloud.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	Because we are speaking to the principal, we should use polite, specific words.
Diego	Our group proposes adding two shaded benches near the playground because students need a cool place to sit.
Lena	A more formal way to say "kids get too hot" is, "Students can become overheated during recess."
Omar	I see your point. However, benches may cost too much.
Maya	To be clear, we recommend asking the school to add one bench first.

LISTEN FOR

- Audience-aware word choices and tone
- Formal revisions of casual phrases when appropriate
- Clear, specific statements that fit the task
- Respectful responses that build on or challenge an idea

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