

Goal Talk Shuffle

Use discussion moves to plan, track, and share jobs.

GRADE 7 • SL.7.1b

CCSS.ELA-Literacy.SL.7.1b "Follow rules for collegial discussions, track progress toward specific goals and deadlines, and define individual roles as needed."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Take turns and do not interrupt.

2 Use respectful words when you disagree.

3 Stay focused on your group goal.

4 Let each person speak before someone speaks twice.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and read the task together.
2. Each player takes one Role card.
3. Print two sets of Move cards, shuffle them, and deal four cards to each player.
4. Discuss the task. When you genuinely use a card's starter, play that card in the middle.
5. When every player has played all four cards, review your plan and complete the reflection.

AFTER THE ROUND Check what you did

☐ I followed our discussion rules.

☐ I helped name or stay focused on a group goal.

☐ I helped track a deadline or next step.

☐ I helped make sure group jobs were clear.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Welcome Day Plan a 15-minute welcome activity for new students. Decide your goal, a deadline for the plan, and jobs your group needs.	Study Space Create a plan for making one part of your classroom a better place to study. Decide your goal, a deadline for the plan, and jobs your group needs.	Field Day Booth Plan a simple activity booth for a school field day. Decide your goal, a deadline for the plan, and jobs your group needs.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Goal Guard Watch the group goal and ask questions when the discussion drifts away from it.	Deadline Driver Keep an eye on the deadline and ask what step the group should do next.	Voice Scout Notice who has not spoken and invite that person to share an idea.	Job Mapper Help the group name needed jobs and decide who is responsible for each job.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
SET GOAL “Our goal is to ____.”	PLAN STEPS “To meet our goal, we should ____.”	SET DEADLINE “We will finish ____ by ____.”	CHECK PROGRESS “We have finished _____. Next, we need to _____.”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
ASSIGN JOB “____, can you take charge of _____?”	TAKE JOB “I can be responsible for _____.”	BUILD IDEA “I want to build on _____'s idea by _____.”	INVITE VOICE “We have not heard from _____. What do you think?”

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

RUNNING THE ROUNDS

Give each group one Topic card, one Role card per player, and four Move cards per player from two printed sets. Start a new round by changing the topic and roles. If participation is uneven, pause the group and have the Voice Scout invite a player who has used fewer cards.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	Our goal is to make a welcome activity that helps new students learn names.
Jordan	I want to build on Maya's idea by adding a partner game.
Sofia	We will finish our plan by the end of class.
Liam	Sofia, can you take charge of writing the steps?
Sofia	We have finished choosing our goal and deadline. Next, we need to choose who will explain the game.

LISTEN FOR

- A shared goal stated clearly
- A deadline and a spoken check on progress
- Specific jobs assigned to group members
- Ideas built on respectfully and quieter voices invited in

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