

Talk It Forward

Build ideas together, one move at a time.

GRADE 8 • SL.8.1

CCSS.ELA-Literacy.SL.8.1 "Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 8 topics, texts, and issues, building on others' ideas and expressing their own clearly."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen fully before you respond.

2 Use a Move card only when it fits your real response.

3 Speak one at a time and make room for every voice.

4 Challenge ideas respectfully, not people.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and give each player a different Role card.
2. Cut two copies of the Move cards, shuffle them, and deal four cards to each player. Set aside extras.
3. Discuss the topic question. Listen for an idea you can respond to.
4. When you genuinely use a card's sentence starter, place that card in the middle.
5. Use your role to support the group. End when all dealt Move cards are in the middle, then complete the reflection.

AFTER THE ROUND Check what you did

☐ I stated my own idea clearly and gave a reason.

☐ I built on or responded to another person's idea.

☐ I asked or answered a question that moved the discussion forward.

☐ I listened and helped make space for different voices.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
School Phone Policy What rules, if any, should your school have for student phone use during the school day?	Homework Balance What is a fair nightly homework limit for eighth graders, and why?	Service Requirement Should eighth graders complete community service before moving on to high school? What would be fair?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Link Finder Notice connected ideas and point out a connection when the group needs one.	Question Keeper Keep track of questions and ask the group to answer at least one before deciding.	Voice Balancer Notice who has not spoken recently and invite that person to share an idea.	Summary Spotter Near the end, state the group's strongest shared idea and one remaining difference.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BUILD ON “I want to add to ____ because ____.”	BUILD ON “____ made me think that ____.”	ASK MORE “Can you explain why ____?”	ASK MORE “What makes you think ____?”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
CLARIFY IDEA “So you mean ____, right?”	CLARIFY IDEA “Could you say more about ____?”	SHARE VIEW “My view is ____ because ____.”	SHARE VIEW “I see it differently because ____.”

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

RUNNING THE ROUNDS

Give each group two copies of the eight Move cards, deal four cards to each student, and set aside extras in groups of three. Require students to place a card only after the starter fits their response, not when it is merely read. If one student dominates, have the Voice Balancer invite a quieter speaker and pause the dominant speaker until another student plays a card.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	My view is that students should keep phones away during class because alerts can pull attention from learning.
Luis	I want to add to Maya's idea because one alert can distract nearby students too.
Priya	Can you explain why students might need phones during class?
Maya	I see it differently because a teacher might plan a phone-based research activity.
Jordan	So you mean phones could be used for a planned class task, right?

LISTEN FOR

- Builds directly on a peer's idea
- Gives a clear view with a relevant reason
- Asks follow-up questions that seek explanation
- Clarifies or respectfully challenges an idea before responding

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