

Talk Moves Round

Turn a group idea into a bigger conversation.

HIGH SCHOOL • SL.9-10.1c

CCSS.ELA-Literacy.SL.9-10.1c "Propel conversations by posing and responding to questions that relate the current discussion to broader themes or larger ideas; actively incorporate others into the discussion; and clarify, verify, or challenge ideas and conclusions."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Use a starter only when it fits the conversation.

2 Listen fully before you respond.

3 Talk about ideas, not people.

4 Make space for every group member to speak.

HOW TO PLAY Teams of 3 or 4

1. Choose a Topic card and read its question aloud.
2. Each player takes a different Role card. Print two Move-card sets, then deal four Move cards to each player.
3. Take turns sharing ideas that answer the topic question and doing your role job.
4. When you genuinely use a Move card starter, place that card in the middle and respond to the discussion.
5. Keep talking until every dealt Move card is in the middle. Then complete the reflection.

AFTER THE ROUND Check what you did

☐ I connected our discussion to a larger theme or issue.

☐ I asked a question that clarified or checked an idea.

☐ I invited another person into the conversation.

☐ I respectfully challenged or tested a conclusion.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Phones in Class Should students keep phones put away during class? Make a recommendation and name the larger value it supports.	AI Homework Policy Should teachers allow, limit, or prohibit AI tools for homework? Create a policy and identify the larger value it protects.	School Start Times Should high schools start later? Make a recommendation and connect it to a larger issue that matters to teens and families.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Theme Tracker Listen for a chance to connect the group's idea to a larger value, pattern, or issue.	Voice Scout Notice who has not spoken and invite that person into the conversation.	Meaning Monitor Ask for clearer meanings or reasons when an idea seems vague or unsupported.	Conclusion Tester Listen for quick conclusions and offer a different possibility or question.

MOVE CARDS · deal 4 to each player

MOVE CARD CONNECT BIGGER “This connects to the bigger idea of ____ because ____.”	MOVE CARD CONNECT BIGGER “How does this issue connect to ____ beyond our school?”	MOVE CARD INVITE OTHERS “____, what do you think about this idea?”	MOVE CARD INVITE OTHERS “I want to hear from ____ before we decide.”
MOVE CARD CLARIFY VERIFY “When you say ____, do you mean ____?”	MOVE CARD CLARIFY VERIFY “What makes you think ____?”	MOVE CARD CHALLENGE CONCLUSION “I see it differently because ____.”	MOVE CARD CHALLENGE CONCLUSION “Could there be another conclusion, such as ____?”

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

RUNNING THE ROUNDS

Run one topic per round. Print two copies of the Move cards, deal four to each player, and require a card to be played only after its starter is used naturally in response to the group. If participation is uneven, have the Voice Scout invite an unheard member, then pause turn-taking until that member responds.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I think students should keep phones put away during class, except for a real emergency.
Eli	When you say a real emergency, do you mean a family message that cannot wait?
Noah	This connects to the bigger idea of shared learning because phone alerts can pull attention away from everyone.
Ava	Noah, what do you think about making a school rule with a way to contact the office during emergencies?
Noah	I see it differently because a student may need a quick message before the office can help.

LISTEN FOR

- Questions that connect a current claim to a broader value or social issue
- Direct invitations that bring a quieter group member into the discussion
- Clarifying or evidence-seeking questions before accepting a claim
- Respectful challenges that test a conclusion and offer another possibility

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