

Talk Build Decide

Use ideas, listening, and feedback to shape a shared plan.

GRADE 11 • 11.P.CP.1.c

11.P.CP.1.c "Contribute to discussions and shared projects by offering ideas, listening to the ideas of others, and providing feedback. (I/C)"

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Use a card only after you mean what it says.

2 Listen without cutting someone off.

3 Respond to ideas, not people.

4 Make room 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 one Role card. Deal four Move cards to each player, reusing card types as needed.
3. Discuss the topic and keep your Move cards private until you use them.
4. When you genuinely finish a card's starter, place that card in the middle.
5. End when all dealt Move cards are in the middle, then complete the reflection.

AFTER THE ROUND Check what you did

☐ I offered an idea that helped the group.

☐ I showed that I understood another person's idea.

☐ I built on an idea from someone else.

☐ I gave specific feedback with a reason.


TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Lunch Break Connections What plan could make lunch break more social while still letting students use their phones?	Fair Group Grades What should a teacher consider before giving one grade to every member of a group project?	Better School Events How could a school event be planned so more students would want to attend?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Idea Mapper Keep a brief list of the group's ideas, then restate the list if the group gets stuck.	Voice Scout Notice who has not spoken and invite that person to add an idea.	Link Builder Point out when two ideas connect or could work together.	Feedback Coach Check that feedback names a specific idea and gives a reason.

MOVE CARDS · deal 4 to each player

MOVE CARD OFFER IDEA "One idea is ____."	MOVE CARD OFFER OPTION "What if we ____?"	MOVE CARD SHOW LISTENING "I hear you saying that ____."	MOVE CARD CHECK MEANING "So you are suggesting that ____."
MOVE CARD BUILD IDEA "Building on that, ____."	MOVE CARD INVITE VOICE "Before we decide, I want to hear ____'s idea about ____."	MOVE CARD NAME STRENGTH "A strength of that idea is ____."	MOVE CARD RAISE CONCERN "One concern I have is ____ because ____."

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

RUNNING THE ROUNDS

Print enough Move card sets so every player receives four cards, allowing duplicate card types in a round. Let groups choose one topic and continue until every dealt card has been played meaningfully. If participation is uneven, pause the group and have the Voice Scout name whose idea has not yet been heard before play resumes.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	One idea is to create an optional game table in one lunch area.
Leo	I hear you saying that students should have a choice, not a new lunch rule.
Priya	Building on that, we could ask clubs to host a game table once a week.
Maya	A strength of that idea is that clubs could welcome students who do not already know people.
Leo	One concern I have is that some students may not hear about the tables because announcements can be easy to miss.

LISTEN FOR

- Accurate paraphrases of a peer's point
- Concrete extensions of another person's idea
- Feedback that explains a strength or concern
- Invitations that bring in a quieter group member

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