

Talk Build Share

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

GRADE 12 • 12.P.CP.1.c

12.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 starter only when it fits what you mean.

2 Listen fully before you respond.

3 Respond to ideas, not to people.

4 Make room for every voice.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and read the task aloud.
2. Each player takes one Role card. With three players, set aside one role.
3. Shuffle two copies of the Move deck and deal four Move 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 dealt card is played, state your group's final plan and reasons.

AFTER THE ROUND Check what you did

☐ I offered an idea with a reason.

☐ I showed that I understood someone else's idea.

☐ I gave feedback that named a strength or a way to improve.

☐ I helped the group shape a shared plan.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Phone Balance Create a school-day phone-use guideline that protects learning and allows reasonable access. State the guideline and two reasons.	Senior Showcase Design a senior showcase that lets students share a project, skill, or accomplishment. Describe the plan and explain why students would participate.	Welcoming Start Design a first-week routine that would help new students feel included. Describe the routine and explain why it would work.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Idea Scout Notice ideas that could solve the task, and ask the group to connect useful ideas to the final plan.	Listening Lens Notice whether speakers respond accurately to earlier ideas, and ask for clarification when needed.	Feedback Coach Notice whether feedback names a strength or offers a useful next step.	Turn Keeper Notice whose voice has not entered, and invite that person to share an idea.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
OFFER AN IDEA “I suggest we ____ because ____.”	OFFER AN IDEA “One option we could try is ____.”	CHECK MEANING “What I hear you saying is ____.”	CHECK MEANING “Can you say more about ____?”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BUILD TOGETHER “Building on that idea, we could ____.”	BUILD TOGETHER “That connects to ____ because ____.”	GIVE FEEDBACK “One strength of your idea is ____.”	GIVE FEEDBACK “To make this plan stronger, we could ____.”

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

RUNNING THE ROUNDS

Provide two copies of the eight-card Move deck for each group, then deal four cards per player and leave any extra cards aside. Run a new round with a different topic, and use the Turn Keeper role or a direct invitation to bring in students who have spoken less.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I suggest we hold a senior showcase after school because more families could attend.
Eli	What I hear you saying is that an after-school event would let more families come.
Nia	Building on that idea, we could let each senior choose one project or skill to share.
Luis	One strength of your idea is that it gives every senior a way to participate.
Maya	To make this plan stronger, we could ask students to sign up early so the event has enough space.

LISTEN FOR

- Ideas include a reason or a clear option.
- Students accurately restate or ask about another person's idea.
- Students build on ideas instead of changing the subject.
- Feedback identifies a strength or a specific improvement.

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