

Ready, Set, Talk

Bring an idea, build a group plan.

GRADE 3 • 3.P.CP.1.a

3.P.CP.1.a "Arrive to group discussions and collaborative meetings prepared to be an active participant in the work. (I/C)"

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Get one idea ready before talking.

2 Use your role job.

3 Listen while another player speaks.

4 Play a card only after you use its starter.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic Card. Give each player one Role Card.
2. Put together two full Move Card sets, 16 cards. Shuffle and deal four cards to each player.
3. If three players are in your group, set aside four cards. Read the topic and quietly get one idea ready.
4. Talk about the topic. When you use a card's starter in a real response, place that card in the middle.
5. Keep talking until each player has played all four dealt cards. Check the reflection.

AFTER THE ROUND Check what you did

☐ I got an idea ready before the talk.

☐ I used my role job.

☐ I listened and built on another person's idea.

☐ I used all four Move Cards by speaking.



TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Kind Recess Games What game could your group play at recess so everyone can join?	Neat Classroom What is one job your class could do to keep the classroom neat?	Rainy Day Fun What could your group do during indoor recess that is fun and fair?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Idea Scout At the start, ask each player to share one idea they got ready.	Focus Friend Keep the group talking about the question on the Topic Card.	Turn Spotter Notice who has not spoken much and invite that player to share.	List Keeper Write or remember the group ideas that could answer the question.

MOVE CARDS · deal 4 to each player

MOVE CARD SHARE PREPARATION “I came ready with an idea about ____.”	MOVE CARD SHARE PREPARATION “Before we talked, I thought of ____.”	MOVE CARD OFFER IDEA “My idea is ____.”	MOVE CARD OFFER IDEA “We could ____.”
MOVE CARD ASK QUESTION “What do you think about ____?”	MOVE CARD ASK QUESTION “Can you tell more about ____?”	MOVE CARD BUILD IDEA “I want to add ____ to that idea.”	MOVE CARD CHOOSE PLAN “Our group could choose ____ because ____.”

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

RUNNING THE ROUNDS

Print two copies of the eight Move Cards, making 16 cards. In a three-player group, deal 12 cards and set aside 4, since only dealt cards must be played. Give quiet planning time before each round, and have the Turn Spotter invite a student with fewer turns before other players use another card.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	I came ready with an idea about playing Four Square.
Noah	What do you think about a waiting line for Four Square?
Ava	I want to add a line that lets a new player join after each turn.
Liam	We could explain the rule before we start.
Mia	Our group could choose Four Square because players can take turns.

LISTEN FOR

- Topic-related ideas that students prepared before speaking
- Questions that ask for another player's thinking
- Add-on statements connected to an earlier idea
- Students using starters naturally before placing cards

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