

Idea Detective Circle

Build writing ideas from what you know, read, and hear.

GRADE 3 • 3.P.EICC.4.c

3.P.EICC.4.c "Generate ideas for content by assessing prior knowledge, gathering information from texts, and engaging in discussions with others. (C)"

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Take turns speaking.

2 Use the starter on your card.

3 Play a card only after you share a true idea.

4 Listen for ideas you can use.

HOW TO PLAY Teams of 3 or 4

1. Choose a Topic card. Put a related class book, chart, or sign where everyone can see it.
2. Give each player one Role card. Print two sets of Move cards and deal four cards to each player.
3. Talk about what you know, find facts in the text, and build on each other's ideas.
4. When you truly use a card's starter, say your full sentence and place the card in the middle.
5. Keep talking until every dealt card is in the middle. Then check the reflection statements.

AFTER THE ROUND Check what you did

☐ I used something I already knew.

☐ I found an idea in a text.

☐ I listened and used someone else's idea.

☐ I helped choose ideas for our guide.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Recess Guide What should a guide tell a new student about joining a recess game?	Library Helper What should a guide tell a new student about using the class library?	Lunch Team What should a guide tell a new student about having a smooth lunch at school?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Memory Mapper Listen for ideas the group knows from school or life, and ask what the group already knows when needed.	Text Tracker Look at the book, chart, or sign and share a fact you find.	Talk Catcher Listen closely and point out an idea that another player shared.	List Builder Keep a short list of ideas the group may include in its guide.

MOVE CARDS · deal 4 to each player

MOVE CARD RECALL IT “I already know ____ because ____.”	MOVE CARD PAST EXPERIENCE “From my experience, ____.”	MOVE CARD TEXT FACT “In the text, I found ____.”	MOVE CARD TEXT DETAIL “The book or poster says ____.”
MOVE CARD USE A VOICE “I heard ____ say ____.”	MOVE CARD LINK IDEAS “That makes me think ____.”	MOVE CARD CHOOSE CONTENT “We should include ____ because ____.”	MOVE CARD ADD CONTENT “Our list needs ____.”

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

RUNNING THE ROUNDS

Before each round, place one short familiar text related to the topic where groups can use it, such as a school rule poster or class library chart. Print two sets of Move cards so each player can receive four cards, and if one student speaks much less, have that student play the next card first while the others listen.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	I already know new students may not know how to play every game because they may be new to our school.
Leo	The book or poster says to take turns on the playground equipment.
Ana	I heard Leo say that students need to take turns on equipment.
Mia	That makes me think we should explain how to join a game and take turns.
Leo	We should include a tip about taking turns because it is a playground rule.

LISTEN FOR

- Students connect an idea to their own experience or prior knowledge.
- Students name a fact from the available book, chart, or sign.
- Students refer to a classmate's idea before adding to it.
- Students turn gathered ideas into possible content for the guide.

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