

Ready, Set, Talk

Prepare an idea, then help your group build a plan.

GRADE 4 • 4.P.CP.1.a

4.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 an idea and reason ready before talking.

2 Listen while another player speaks.

3 Use a Move card only when it fits.

4 Make space for every player to speak.

HOW TO PLAY Teams of 3 or 4

1. Pick a Topic card and read the question together. Take one quiet minute to get an idea and reason ready.
2. Each player takes a different Role card. Use two copies of the Move cards, then deal four Move cards to each player.
3. Take turns talking about the topic. Use the sentence starter on a Move card when it fits your thinking.
4. After you genuinely use a starter, place that Move card in the middle.
5. Keep talking until every dealt Move card is in the middle. State your group plan, then check the reflection statements.

AFTER THE ROUND Check what you did

☐ I got an idea and a reason ready before I spoke.

☐ I used a Move card to share useful thinking.

☐ I listened and responded to another person's idea.

☐ I helped my group stay on the topic and include everyone.



TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Rainy Day Plan Plan a 20-minute indoor recess for your class. Choose two activities and tell why they work indoors.	Classroom Helper Choose one classroom job that could help the room run better. Plan how students could take turns doing it.	Kindness Week Plan one kind action your class could do for the school. List what you need and who could help.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Ready Scout Before the talk starts, make sure each person has an idea and a reason ready.	Turn Keeper Notice who has not spoken, and invite that person to share.	Question Coach Listen for missing details, and ask a helpful question when the group needs one.	Task Guide Reread the question and help the group include every part in its final plan.

MOVE CARDS · deal 4 to each player

MOVE CARD SHARE IDEA “One idea I brought is ____ because ____.”	MOVE CARD SHARE IDEA “I think ____ could work because ____.”	MOVE CARD BUILD ON “I want to add to ____'s idea by ____.”	MOVE CARD BUILD ON “____'s idea makes me think we could also ____.”
MOVE CARD ASK MORE “Can you explain how ____ would work?”	MOVE CARD ASK MORE “What do we need to know about ____?”	MOVE CARD MAKE PLAN “Our group could put ____ and ____ together.”	MOVE CARD CHECK TASK “I think our answer should include ____.”

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

RUNNING THE ROUNDS

Print two copies of the Move cards so groups of four can each receive four cards. For groups of three, leave out one Role card and deal four cards to each player. If participation is uneven, pause the round and have the Turn Keeper invite a player who has spoken less before the next card is played.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	One idea I brought is drawing time because everyone can do it quietly.
Leo	Can you explain how drawing time would work?
Zara	I want to add to Maya's idea by putting paper and crayons on each table.
Maya	Our group could put drawing time and a quiet game together.
Leo	I think our answer should include two activities and why they fit indoors.

LISTEN FOR

- "One idea I brought is ... because ..."
- Questions that ask for needed details
- Responses that build on a named classmate's idea
- Talk that returns to the task and includes quieter students

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