

Idea Move Mix

Gather ideas from what you know, texts, and talk.

GRADE 4 • 4.P.EICC.4.c

4.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 Say the whole starter before you play a card.

2 When you share a text fact, name the text and the fact.

3 Listen until the speaker finishes.

4 Keep each idea connected to the topic.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and read its question aloud.
2. Each player takes a different Role card.
3. Give each player four Move cards. Reuse card designs from another copy if needed.
4. Take turns speaking. Use a starter honestly, then place that card in the middle.
5. Keep talking until all dealt Move cards are in the middle. Then check the reflection.

AFTER THE ROUND Check what you did

☐ I shared something I already knew.

☐ I named a text and told a fact I learned.

☐ I asked a group member what they knew.

☐ I built on an idea from someone else.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Healthy Lunches What ideas could your group gather for a class article about lunch choices that help students feel ready to learn?	Library Helpers What ideas could your group gather for a how-to piece about helping classmates find and care for library books?	Rainy Recess What ideas could your group gather for a proposal for fun, safe activities during indoor recess?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Memory Miner Notice when someone shares something they already know or have seen.	Text Tracker Listen for a named text and ask the speaker to name it if they forget.	Question Captain Make sure group questions give everyone a chance to share what they know.	Idea Builder Point out when two group ideas fit together.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
RECALL KNOWLEDGE “I already know that ____.”	RECALL EXPERIENCE “I have noticed that ____.”	NAME A TEXT “In ____, I learned that ____.”	NAME A TEXT “A text called ____ showed me that ____.”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
ASK A PEER “What do you know about ____?”	ASK A PEER “Can you explain what you know about ____?”	BUILD AN IDEA “Your idea makes me think we could ____.”	ADD A REASON “We could add ____ because ____.”

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

RUNNING THE ROUNDS

Give each group enough copies of the eight Move cards so every player receives four cards. Run new rounds with a different topic and role. For uneven participation, use turn order and require every player to make one move before any player makes a second move.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	I already know that eating lunch gives us energy for afternoon classes.
Noah	In The Berenstain Bears and Too Much Junk Food, I learned that eating too much junk food can be unhealthy.
Lila	What do you know about foods that help you stay full?
Omar	Your idea makes me think we could include beans and whole-grain bread.
Mia	We could add water because it helps your body stay hydrated.

LISTEN FOR

- Specific prior knowledge, such as an observation or learned fact
- Named texts paired with accurate, relevant information
- Questions that invite classmates to share knowledge
- New content ideas that build on a peer's contribution

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