

Talk It Forward

Use ideas, listening, and feedback to build one group plan.

GRADE 5 • 5.P.CP.1.c

5.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 Take turns so each voice can be heard.

2 Use a Move card only when its starter fits the discussion.

3 Respond to ideas before changing the subject.

4 Give feedback about ideas, not people.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card and read the group task.
2. Take one different ROLE card. In a group of three, set one role aside.
3. Deal four MOVE cards to each player. Use extra printed card sets if needed.
4. Discuss the topic and work toward one group plan. Play a card in the middle after you genuinely use its starter.
5. End the round when every player has played all four cards. Complete the reflection.

AFTER THE ROUND Check what you did

☐ I offered an idea that helped our group plan.

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

☐ I gave feedback that named a strength or a useful change.

☐ I helped make space for each group member to contribute.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Welcome Plan Create a 10-minute welcome routine for a new student who joins your class tomorrow.	Recess Choice Plan one recess activity that many classmates can join, even if they enjoy different kinds of play.	Reading Corner Plan two changes that would make your classroom reading corner more comfortable and useful.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Plan Keeper Keep the group focused on making one clear plan that answers the topic question.	Listener Spotter Notice when someone builds on or checks an idea, and invite the group to respond to that idea.	Feedback Finder Ask the group to name a helpful part and a way to improve each main idea.	Turn Tracker Make sure each person gets a chance to speak before the same person speaks again.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
OFFER AN IDEA “I think our group should ____ because ____.”	OFFER AN IDEA “Another idea is to ____ because ____.”	BUILD AN IDEA “I want to add to ____'s idea by ____.”	BUILD AN IDEA “____'s idea makes me think we could ____.”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
CHECK MEANING “I heard ____ say _____. Is that right?”	CHECK MEANING “Can you explain how ____ would ____?”	GIVE FEEDBACK “One part I like is _____. We could make it stronger by ____.”	GIVE FEEDBACK “I have a suggestion: we could ____ so ____.”

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

RUNNING THE ROUNDS

Print enough copies of the eight Move cards so every student receives four cards. Circulate and listen for genuine use of the starters, then prompt groups to respond to ideas that have not been answered. If one student dominates, use the Turn Tracker role to pause the group until another member contributes.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I think our group should make a welcome sign because it can help the new student find our room.
Leo	I heard Maya say we should make a welcome sign. Is that right?
Maya	Yes, and classmates could sign it so the student sees friendly names.
Ava	Maya's idea makes me think we could ask two classmates to show the new student around.
Noah	One part I like is having classmates show the student around. We could make it stronger by choosing the classmates before the student arrives.

LISTEN FOR

- Students connect their comments to a classmate's idea.
- Students paraphrase or ask questions to check understanding.
- Feedback names a specific strength and a specific improvement.
- Students make room for quieter group members to contribute.

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