

Ready, Set, Talk

Prepare, contribute, and move the group forward.

GRADE 6 • 6.P.CP.1.a

6.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 Prepare one idea and one reason before you begin.

2 Use your role job during the talk.

3 Speak one at a time and listen closely.

4 Play a card only after you say it naturally.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic Card and read the group task aloud.
2. Each player takes one Role Card, reads the job, and prepares an idea and a reason.
3. Shuffle the Move Cards and deal four to each player. Use a second card set if your group needs more cards.
4. Discuss the task. When you genuinely use a Move Card starter, place that card in the middle.
5. Keep talking until every dealt card is in the middle. Then complete the reflection.

AFTER THE ROUND Check what you did

☐ I prepared an idea and a reason before group talk.

☐ I used my role job to help the group.

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

☐ I used my Move Cards as part of the discussion.



TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Quiet Work What is one fair change our class could try to make independent work time quieter?	Recess Choice Which new recess option would give more students something active to do, and why?	Classroom Jobs What is the best way to make sure everyone gets a turn at a classroom job?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Focus Finder Ask the group to return to the topic if the talk goes off track.	Reason Ranger Listen for reasons and ask the group to explain an idea when needed.	Turn Tracker Notice who has not spoken and invite that person to share an idea.	Plan Keeper Keep track of the group's ideas and name a helpful next step.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
PREPARED IDEA "I came ready to suggest ____."	PREPARED IDEA "One idea I prepared is ____."	GIVE REASON "I think ____ would help because ____."	GIVE REASON "My reason for that is ____."
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BUILD ON "I want to add to ____'s idea by ____."	BUILD ON "I see a connection between ____ and ____."	ASK CLARIFYING QUESTION "Can you explain how ____ would work?"	SET NEXT STEP "Our next step could be to compare ____ and ____."

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

RUNNING THE ROUNDS

Give groups one minute of quiet preparation before each round so every student has an idea and a reason ready. Print enough Move Card sets for four cards per player, and have Turn Trackers invite quiet students before allowing frequent speakers to play additional cards.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	I came ready to suggest a silent hand signal for quiet work time.
Luis	I think a signal would help because students could notice the noise without stopping their work.
Ava	I want to add to Mia's idea by letting anyone use the signal when the room gets too loud.
Noah	Can you explain how students would know when the room is too loud?
Mia	Our next step could be to compare a hand signal and a volume chart.

LISTEN FOR

- Students name an idea they prepared before the discussion.
- Students give a reason that supports a suggested idea.
- Students build on, question, or clarify a classmate's idea.
- Students use roles to keep the group focused and include all voices.

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