

Talk It Forward

A card game for ideas, listening, and helpful feedback.

GRADE 6 • 6.P.CP.1.c

6.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 Use a card only when you truly make that move.

2 Listen without interrupting.

3 Connect your words to another person's idea.

4 Give feedback that helps the plan improve.

HOW TO PLAY Teams of 3 or 4

1. Pick one TOPIC card and place it where everyone can see it.
2. Each player takes a different ROLE card.
3. Use two copies of the MOVE cards. Deal four cards to each player.
4. Discuss the task. When you honestly use a card's starter, play that card in the middle.
5. Keep talking until every dealt MOVE card is in the middle. Then complete the reflection.

AFTER THE ROUND Check what you did

☐ I offered an idea that helped our group.

☐ I listened and named another person's idea.

☐ I built on an idea from someone else.

☐ I gave feedback about a strength or a change.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Recess Game Create a plan for a recess game that lets students with different skill levels join.	New Student Plan three ways to help a new student feel included during the first week.	Lunch Line Design a fairer lunch line routine that could save time and treat students respectfully.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Idea Scout Watch for missing possibilities and help the group consider another idea.	Listening Link Track what people say and point out connections between ideas.	Feedback Coach Notice strengths in the plan and suggest changes that could improve it.	Plan Keeper Help the group name its current plan and check that it answers the topic question.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
OFFER IDEA “I think our group could ____ because ____.”	SHARE IDEA “One idea I have is ____.”	BUILD ON “I want to add to ____'s idea by ____.”	ADD ON “Building on that idea, we could ____.”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
SHOW LISTENING “I heard ____ say ____.”	SUM UP “So far, our group agrees that ____.”	PRAISE PLAN “One part that works well is ____.”	SUGGEST CHANGE “Could we make the plan stronger by ____?”

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

RUNNING THE ROUNDS

For each group, print two sets of MOVE cards and deal four cards to each player. Choose one TOPIC card, assign different ROLE cards, and continue until every dealt card is in the middle. If participation is uneven, have a role holder invite a quieter student to respond to one specific idea, and allow a student who runs out of cards to trade for an unused card.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	One idea I have is inviting the student to sit with a small group at lunch.
Eli	I heard Mia say a small group could invite the student to lunch.
Noah	Building on that idea, we could show the student where to find class supplies.
Ava	One part that works well is that the student would meet people and learn where things are.
Mia	Could we make the plan stronger by asking the student what would feel helpful?

LISTEN FOR

- Ideas connected to the group task
- Accurate references to another student's idea
- Additions that develop or combine ideas
- Feedback that names a strength or suggests a useful change

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