

Source Hunt Huddle

Build writing ideas from memories, texts, and talk.

GRADE 6 • 6.P.EICC.4.c

6.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 Speak one at a time.

2 Keep ideas connected to the topic.

3 Say your starter before playing a card.

4 Add useful ideas to a shared list.

HOW TO PLAY Teams of 3 or 4

1. Put one Topic card in the middle and read the question.
2. Each player takes a different Role card.
3. Shuffle two copies of the Move cards and deal four cards to each player.
4. Take turns using one card starter in a real response, then play that card in the middle.
5. Keep a shared idea list and end the round when every player has played four cards.

AFTER THE ROUND Check what you did

☐ I used something I already knew or remembered.

☐ I named a text that could provide information.

☐ I built on or connected to another person's idea.

☐ I helped create an idea list for the topic.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
New Student Guide What should be in a short guide that helps a new sixth grader during the first week of school?	Group Work Tips What ideas should a class tip sheet include to help students work fairly and well in groups?	Screen Time Balance What ideas should an article include about balancing screen time with other important activities?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Memory Miner Listen for ideas based on what group members already know or remember.	Text Tracker Ask which familiar text could provide information for the group's idea list.	Bridge Builder Notice when two ideas connect and ask the group to link them.	Voice Counter Make sure each player has time to speak and play a Move card.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
RECALL FIRST “From what I already know, ____.”	REMEMBER DETAIL “I remember that ____.”	USE A TEXT “A text I have seen, ____, tells us ____.”	FIND A SOURCE “We could look at ____ to find out ____.”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BUILD ON “I want to build on ____'s idea by adding ____.”	LINK IDEAS “That connects to ____ because ____.”	ASK THE GROUP “What do you think about ____?”	CHECK AN IDEA “Does anyone know ____?”

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

RUNNING THE ROUNDS

For each round, choose one topic, assign roles, and use two printed sets of the Move cards so every player can receive four cards. If participation is uneven, pause after each turn and have the Voice Counter name the next speaker, while directing frequent speakers to use a card only after another player has spoken.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	From what I already know, new students may need help finding the office.
Omar	A text I have seen, the school map, tells us where the office is.
Lena	I want to build on Omar's idea by adding a map section to the guide.
Noah	What do you think about adding a tip to read the class schedule?
Mia	That connects to the map because both help a new student get to the right place.

LISTEN FOR

- Relevant details introduced with prior knowledge or memories
- A familiar text named with the information it provides
- Ideas built on, linked, or revised through group talk
- Questions that identify information the group still needs

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