

Ready Set Talk

Bring ideas, use moves, build a group answer.

GRADE 7 • 7.P.CP.1.a

7.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 Bring one idea or example to the table.

2 Use a move card only when it fits the talk.

3 Listen, then respond to a teammate's idea.

4 Help every person play all four cards.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and place it where everyone can see it.
2. Give each player one Role card.
3. Use two copies of the Move cards, shuffle them, and deal four to each player.
4. Discuss the task. When you genuinely use a card's starter, play it in the middle.
5. End when everyone has played four cards, then complete the reflection.

AFTER THE ROUND Check what you did

☐ I arrived with an idea or example I could share.

☐ I used my role to help the group work.

☐ I listened and connected my ideas to others' ideas.

☐ I used all four move cards when they fit the conversation.



TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Class Phone Rule Create a fair classroom phone rule. Explain when phones should be away and why.	Better Lunch Time Choose one change that would improve lunch period, and explain why it would help students.	Fair Project Rules Create three rules that would make group projects fair for every group member.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Question Captain Keep the group focused on answering the exact question on the Topic card.	Prep Scout Listen for ideas or examples teammates brought and ask how they connect to the topic.	Link Maker Connect two group ideas and help the group build a stronger answer.	Voice Monitor Notice who has spoken and invite group members who have not shared yet.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
SHARE PREPARATION “I came ready to share ____.”	SHARE PREPARATION “Before we started, I noticed ____ about this topic.”	CONNECT IDEAS “That connects to ____ because ____.”	CONNECT IDEAS “An example from my experience is ____.”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
PLAN THE WORK “Our group could first ____ and then ____.”	PLAN THE WORK “To answer the question, we need to decide ____.”	CHECK THE TEAM “We have not heard from _____. What do you think about _____?”	CHECK THE TEAM “So far, we agree that _____. What should we do next?”

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

RUNNING THE ROUNDS

For each round, use one Topic card and two copies of the Move cards so every player can receive four cards. If participation is uneven, pause before new cards are played, have the Voice Monitor invite a quieter student, and switch roles for the next round.

WHAT A STRONG ROUND SOUNDS LIKE

Kai	I came ready to share that phones can distract me during independent work.
Mia	An example from my experience is when a notification breaks my focus.
Leo	That connects to Kai's idea because both examples are about attention.
Zoe	To answer the question, we need to decide when phones should be put away.
Kai	Our group could first list class times and then choose a fair rule.

LISTEN FOR

- ideas or examples students brought to the discussion
- natural use of sentence starters during meaningful talk
- connections and responses to classmates' contributions
- students monitoring participation and planning next steps

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