

Talk Build Play

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

GRADE 7 • 7.P.CP.1.c

7.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 Speak one at a time.

2 Listen before you respond.

3 Play a card only when you truly use its starter.

4 Make room for every group member.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card and read the question together.
2. Each player takes one ROLE card.
3. Deal four MOVE cards to each player. Use extra printed copies if needed.
4. Discuss the topic. When you use a card's starter naturally, play it in the middle.
5. Keep building the group plan until every player has played all four cards.

AFTER THE ROUND Check what you did

- ☐ I offered an idea that moved our project forward.
- ☐ I listened and connected my response to someone else's idea.
- ☐ I gave specific feedback about a strength and a next step.
- ☐ I helped make space for each group member's ideas.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Welcome Week How could your group plan a low-cost Welcome Week activity that helps new students feel included?	Better Lunch What change could your group propose to make lunch time calmer, fairer, or more enjoyable?	Teamwork Poster What should a poster say and show to help students work fairly in group projects?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Idea Scout Notice when the group needs options, then offer an idea or invite someone else to share one.	Listening Link Track the group's main ideas and point out connections or misunderstandings.	Feedback Coach Help the group name strengths and suggest specific ways to improve ideas.	Balance Keeper Notice who has not spoken and invite that person to contribute.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
OFFER AN IDEA “I think our group could ____ because ____.”	OFFER AN IDEA “One idea I have is to ____.”	SHOW LISTENING “I heard ____ say ____, and that makes me think ____.”	SHOW LISTENING “So far, our group seems to agree that ____.”
GIVE FEEDBACK “One strength of that idea is ____, and it could be stronger if ____.”	GIVE FEEDBACK “I like ____ about that idea. What if we also ____?”	BUILD AN IDEA “I want to add to ____'s idea by ____.”	ASK A QUESTION “Can you explain how ____ would work?”

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

RUNNING THE ROUNDS

Run one topic per round and provide enough duplicate MOVE cards for each student to receive four cards. Have students place used cards in the center, then rotate roles and use a new topic for the next round. If participation is uneven, pause the discussion and ask the Balance Keeper to invite a member who has spoken less.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	I think our group could pair each new student with a student guide because it would give them someone to ask for help.
Noah	I want to add to Ava's idea by making a simple map of important places in the school.
Maya	Can you explain how student guides would know what to show first?
Ava	I heard Maya ask about the first places to show, and that makes me think the map could list three important stops.
Noah	One strength of the map idea is that it gives guides a clear order, and it could be stronger if it included a place for students to ask their own questions.

LISTEN FOR

- Students referring to a peer's idea before responding
- Ideas that add useful details to the shared plan
- Feedback that names a strength and a specific improvement
- Students inviting quieter members into the discussion

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