

Idea Move Mixer

Build ideas from what you know, texts, and talk.

GRADE 7 • 7.P.EICC.4.c

7.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 Use a card only when its starter fits what you truly mean.

2 Keep a class text, notes, or posted directions in the middle.

3 Listen to each speaker before you respond.

4 Let each person finish a thought before the next person speaks.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and place it where everyone can see it.
2. Each player takes one Role card. Return extra roles if your group has fewer than four players.
3. Make enough copies of the Move cards so each player gets four cards. Deal four cards to each player.
4. Take turns using a Move card starter to share, find, question, add, or revise an idea. Play the card in the middle after you speak.
5. Keep talking until every player has played all four cards. Then check the reflection statements.

AFTER THE ROUND Check what you did

☐ I used what I already knew to generate an idea.

☐ I gathered a useful detail from a text, notes, or directions.

☐ I asked about or added to another person's idea.

☐ I changed or improved an idea after listening.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Teamwork Tips What ideas should a new student know for working well in a group? Use what you know and any class text, notes, or posted directions that are available.	Focus Space What ideas could help a student create a space for focused homework? Use what you know and any class text, notes, or posted directions that are available.	Welcoming Clubs What ideas could help a school club welcome new members? Use what you know and any class text, notes, or posted directions that are available.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Memory Mapper Notice ideas people share from their own experiences or prior knowledge.	Source Scout Help the group locate useful details in the available text, notes, or directions.	Talk Linker Watch for chances to ask about, connect to, or add to another person's idea.	Idea Shaper Notice when the group changes, combines, or improves an idea after listening.

MOVE CARDS · deal 4 to each player

MOVE CARD RECALL KNOWLEDGE “From what I already know, ____.”	MOVE CARD RECALL EXPERIENCE “I have seen or experienced ____.”	MOVE CARD FIND EVIDENCE “In the text or notes, I found ____.”	MOVE CARD USE DETAIL “One text detail that matters is ____.”
MOVE CARD ASK CONNECTION “How does ____ connect to our topic?”	MOVE CARD ADD ON “I want to add to that idea because ____.”	MOVE CARD REVISE THINKING “After listening, I now think ____.”	MOVE CARD SHAPE IDEA “One idea I would change is ____.”

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

RUNNING THE ROUNDS

Before each round, place familiar class materials in the middle, such as notes, assignment directions, a poster, or a previously used text. Copy the eight Move cards as needed so every student receives four, then use one Topic card per round. If one student dominates, pause the turn order and ask a quieter student to choose and use a card before the next contribution.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	From what I already know, groups work better when everyone has a job.
Noah	In the text or notes, I found that our group-work directions give each person a role.
Mia	How does sharing talking time connect to our topic?
Leo	I want to add to that idea because quiet people need time to share too.
Ava	After listening, I now think a teamwork tip should include jobs and shared talking time.

LISTEN FOR

- Students connect an idea to a real experience or prior knowledge
- Students name a specific detail from available text materials
- Students ask a question that moves another idea forward
- Students revise or combine ideas after hearing classmates

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