

Talk It Forward

Build a shared plan by listening, adding, and responding.

GRADE 8 • 8.P.CP.1.c

8.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 to the idea, not the person.

2 Play a card only after you genuinely use its starter.

3 Let each person finish before you respond.

4 Work toward one shared response.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic Card and read the group task.
2. Each player takes a different Role Card.
3. Shuffle two copies of the Move Cards and deal four cards to each player.
4. Discuss the task. When you genuinely use a card's starter, place that card face up in the middle.
5. When every player has played four cards, use the ideas in the middle to finish your shared response.

AFTER THE ROUND Check what you did

☐ I offered an idea for the group task.

☐ I showed that I listened to someone else's idea.

☐ I gave useful feedback about an idea.

☐ I helped the group create a shared response.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Cafeteria Calm Choose one change that could make lunch feel calmer, then create a two-step plan for trying it.	New Student Welcome Plan one low-cost activity that could help new students feel included, and list two things needed to make it happen.	Study Spot Upgrade Choose one change that could make a school study space more useful, then explain how students could test it.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Idea Spark Offer at least one possible solution, and notice when the group needs another option.	Echo Ear Name an idea you heard before you add your own thought.	Feedback Fixer Give feedback that points out a strength or concern in an idea.	Voice Keeper Make sure each person has room to speak, and invite a quieter person into the talk.

MOVE CARDS · deal 4 to each player

MOVE CARD OFFER IDEA “One idea we could add is ____.”	MOVE CARD EXPLAIN IDEA “This could work because ____.”	MOVE CARD SHOW LISTENING “I heard ____ say ____.”	MOVE CARD BUILD ON “I want to build on ____'s idea by ____.”
MOVE CARD NAME STRENGTH “A strength of that idea is ____.”	MOVE CARD RAISE CONCERN “One concern I have is ____.”	MOVE CARD INVITE VOICE “____, what do you think about ____?”	MOVE CARD REVISE PLAN “Based on what we said, we could change ____ to ____.”

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

RUNNING THE ROUNDS

Print two sets of Move Cards for each group, then deal four cards to each player. Run each round until all dealt cards are played, and have groups use their face-up cards as evidence while forming their final response. If participation is uneven, pause the talk and require the next response to come from a player with more cards remaining.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	One idea we could add is a quiet table near the wall.
Leo	I heard Maya say that some students may want a quieter place to eat.
Jordan	A strength of that idea is that students could choose it without changing everyone's lunch.
Maya	One concern I have is that the table might fill up quickly.
Leo	Based on what we said, we could change one quiet table to two tables during the busiest lunch period.

LISTEN FOR

- Ideas connected to the group task
- Students naming and building on another person's idea
- Feedback that identifies a strength or a concern
- Invitations that bring another group member into the discussion

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