LESSON MAKER PRO

# Talk Card Studio

*Build a short talk that stays on one topic.*

**GRADE 3 · 3.CC.7**

**3.CC.7** "Create oral presentations that maintain a clear focus, using various media when appropriate to emphasize or enhance certain facts or details."

**NAME** _____ **DATE** _____

## OUR GROUND RULES Read together first

1. Keep your talk focused on the topic card.
2. Use details you know from experience. Do not make up facts.
3. Use a sketch or object only if it helps explain a detail.
4. You may agree, disagree, or keep your idea.

## HOW TO PLAY Teams of 3 or 4

1. Pick one TOPIC card. Your group will give a one-minute talk about it.
2. Each player takes one ROLE card. With three players, share the fourth role, Media Matcher.
3. Deal four MOVE cards to each player from two copies of the move-card set.
4. Plan aloud for five minutes. When a starter fits what you truly want to say, use it and place the card in the middle.
5. Give your one-minute group talk. Stop at six minutes, even if cards remain. Then check the statements.

## AFTER THE ROUND Check what you did

- [ ] I helped our talk stay on one topic.
- [ ] I used or asked for a detail that helped explain our topic.
- [ ] I thought about whether a sketch or object would help listeners.
- [ ] I could say what we agreed on or still saw differently.

Cut along the dashed lines

**TOPIC CARDS** · pick one per round

**TOPIC**

## Join the Game

What would you say in a short talk to help a new student join a playground game?

**TOPIC**

## Ready to Share

What would you say in a short talk about keeping shared classroom supplies ready to use?

**TOPIC**

## Rainy Recess

What would you say in a short talk to help a younger student get ready for rainy-day recess?

**ROLE CARDS** · one per player

**ROLE**

### Focus Finder

Check that each part of the talk stays on the topic.

**ROLE**

### Detail Detective

Ask for clear details that will help listeners understand.

**ROLE**

### Talk Builder

Help put the main idea and details in an order listeners can follow.

**ROLE**

### Media Matcher

Suggest a quick sketch or object only if it makes an important detail clearer.

**MOVE CARDS** · deal 4 to each player

**MOVE CARD**

**NAME FOCUS**

"Our talk is about ____."

**MOVE CARD**

**CHECK FOCUS**

"That fits our topic because ____."

**MOVE CARD**

**ADD DETAIL**

"One helpful detail is ____."

**MOVE CARD**

**EXPLAIN DETAIL**

"That detail matters because ____."

**MOVE CARD**

**CHOOSE MEDIA**

"A quick sketch or object could show ____."

**MOVE CARD**

**SET ORDER**

"Let's say ____ before ____."

**MOVE CARD**

**KEEP POSITION**

"I still think ____ because ____."

**MOVE CARD**

**SUM UP**

"We agree that ____; about other ideas, ____."

Cards last longer on thick paper.

# Talk Card Studio



## RUNNING THE ROUNDS

Prepare two copies of the eight move cards so four players can each receive four. Run each round for six minutes, with five minutes to plan aloud and one minute for the group talk; stop at the time limit even if cards are unused. With three players, the group shares the Media Matcher job. In another round, rotate roles and invite a quieter player to begin the talk without requiring anyone to play an inapplicable card.

## WHAT A STRONG ROUND SOUNDS LIKE

| | |
|---|---|
| **Mia** | Our talk is about joining a playground game. I think we should say to ask first. |
| **Jo** | One helpful detail is asking, 'Can I play the next round?' |
| **Ari** | A quick sketch or object could show players taking turns in a game. |
| **Mia** | I still think we should say to ask first because a new player needs to know what to say. |
| **Jo** | We agree that asking before joining is helpful; about other ideas, we have no differences. |

## LISTEN FOR

- A one-minute talk with a clear, steady topic
- Specific details that help listeners understand the main idea
- A sketch or object used to clarify a detail, or a sound choice not to use one
- An accurate summary of agreement or differences, without pressure to change a position

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