LESSON MAKER PRO

Talk It Through

Build a clear report or story together.

GRADE 4 · 4.CC.5

4.CC.5 "Use appropriate language to report on a topic or text, or provide a narrative that organizes ideas appropriately using effective introductions and conclusions. Use appropriate structure, facts, and relevant..."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1 Speak clearly at a pace others can follow.	**2** Listen and let each person finish.
3 Use details that fit the topic.	**4** Do not invent a disagreement or change your view just to play a card.

HOW TO PLAY Teams of 3 or 4

1. Work in a group of three or four. Choose one TOPIC card and read its task aloud.
2. Each player takes one ROLE card. With three players, share the Ending Guide job.
3. Use two copies of the MOVE cards. Shuffle them and deal four to each player.
4. Set a seven-minute timer. Talk about the topic, playing a MOVE card only when you truly use its starter. Unused cards are fine.
5. Stop when the timer rings, even if you have cards left. Check the reflection statements.

AFTER THE ROUND Check what you did

- ☐ I helped give our report or story a clear beginning or ending.
- ☐ I used a detail that supported an idea.
- ☐ I helped put ideas in order or restated someone's idea fairly.
- ☐ I spoke clearly at a pace others could follow.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Rainy Day Ready

Explain how to get ready for a rainy school day, using tips in a helpful order and details from experience.

TOPIC

Game Guide

Explain how to play a game you know, putting its steps in order and adding details a new player would need.

TOPIC

Small Problem Story

Tell a short story about solving a small problem at school or home, with a beginning, important events, and an ending.

ROLE CARDS · one per player

ROLE

Opening Scout

Watch for a beginning that tells listeners what the group will explain or tell.

ROLE

Detail Detective

Ask for an example or detail when an idea needs more support.

ROLE

Order Keeper

Help the group put its ideas or events in an order listeners can follow.

ROLE

Ending Guide

Watch for a closing that reports the group's ideas honestly, whether members agree or not.

MOVE CARDS · deal 4 to each player

MOVE CARD

NAME IDEA

"Here is my main idea: ____."

MOVE CARD

OPEN STORY

"Let me begin with ____."

MOVE CARD

GIVE EXAMPLE

"One real example is ____."

MOVE CARD

ADD DETAIL

"A useful detail is ____."

MOVE CARD

SHOW ORDER

"First ____, and next ____."

MOVE CARD

RESTATE IDEA

"I heard you say ____."

MOVE CARD

SUM UP

"In the end, our ideas are ____."

MOVE CARD

CLOSE CLEARLY

"To wrap up, our views and reasons are ____."

Cards last longer on thick paper.

Talk It Through

RUNNING THE ROUNDS

Print two copies of the MOVE cards per group so every player can receive four. Run seven-minute rounds with a new topic and a fresh deal each time, rotating roles. If one student speaks much more than others, invite quieter students to use a fitting starter, but do not require anyone to play an inapplicable card or claim a change of opinion.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	Here is my main idea: getting ready before school makes a rainy day easier.
Leo	One real example is putting a raincoat by the door the night before.
Nina	I heard you say that putting a raincoat by the door helps you remember it.
Maya	First, check the weather, and next, put your raincoat where you will see it.
Leo	To wrap up, our views and reasons are that planning ahead helps because it makes a raincoat easier to remember.

LISTEN FOR

- An opening that names the topic or main idea
- Relevant examples and descriptive details
- Ideas or events in a clear order, with fair restatements of others' ideas
- An honest closing delivered clearly at an understandable pace

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