LESSON MAKER PRO

Talk and Show

Build a focused talk with a visual that helps your audience.

GRADE 4 · 4.CC.6

4.CC.6 "Create oral presentations that maintain a clear focus, using multimedia to enhance the development of main ideas and themes that engage the audience."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Play a card only when its starter fits what you really say.
2. Let each speaker finish before you respond.
3. You may agree, see things differently, or keep your idea if you have a reason.
4. Make your visual explain an idea, not just decorate the page.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card. Plan a one-minute talk and a quick visual for your listeners.
2. Take one ROLE card each. If there are three players, share the fourth role's job among all three.
3. Shuffle two copies of each MOVE card, making 16 cards. Deal four to each player and set extras aside.
4. For six minutes, plan your talk and draw your visual. When a starter truly fits what you say, place that card in the middle.
5. From minute 6 to minute 8, trade one-minute talks with another group. Stop at minute 8, even if you have unused cards.

AFTER THE ROUND Check what you did

- [ ] I helped keep our talk focused on one main idea.
- [ ] I used or suggested a visual that helped explain an idea.
- [ ] I helped make the talk clear or interesting for listeners.
- [ ] I said what I really thought, whether I agreed, still saw things differently, or kept my idea for a reason.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Welcoming Recess

Plan a talk about one way to help classmates feel welcome at recess. What visual will help listeners understand your idea?

TOPIC

Ready to Learn

Plan a talk about one way to get ready for a school day. What visual will help listeners try your idea?

TOPIC

Teach a Game

Plan a talk that teaches a simple playground game you know. What visual will make a key step clear?

ROLE CARDS · one per player

ROLE

Focus Finder

Watch for ideas that belong in the talk and help the group stay on one main idea.

ROLE

Detail Detective

Look for a clear example that helps listeners understand the main idea.

ROLE

Visual Guide

Help make a visual that explains something the group will say aloud.

ROLE

Audience Helper

Think about what will interest listeners and what they may need explained.

MOVE CARDS · deal 4 to each player

MOVE CARD

NAME FOCUS

"Our talk is mainly about ____."

MOVE CARD

CHECK FOCUS

"This part fits our main idea because ____."

MOVE CARD

ADD EXAMPLE

"One example we could explain is ____."

MOVE CARD

SHOW WHY

"Let's show ____ because it helps our audience see ____."

MOVE CARD

LINK VISUAL

"We can say ____ while we point to ____."

MOVE CARD

INVITE INTEREST

"Our opening question for the audience could be ____."

MOVE CARD

SUM AGREEMENT

"To sum up, we agree on ____."

MOVE CARD

SUM DIFFERENCES

"To sum up, we still have different ideas about ____."

Cards last longer on thick paper.

Talk and Show

RUNNING THE ROUNDS

Pair groups so they can trade talks during the final two minutes. If participation is uneven, prompt each student to contribute a useful part of the talk, but do not require every card to be played. Accept full agreement, unresolved differences, and an unchanged position supported by a reason.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	Our talk is mainly about inviting classmates to join games at recess.
Leo	One example we could explain is asking someone at the edge of the playground if they want to play.
Nia	Let's show a sketch of that invitation because it helps our audience see what we mean.
Mia	Our opening question for the audience could be, 'Have you ever wanted to join a game but did not know how to ask?'
Leo	To sum up, we agree on inviting others to join and showing what an invitation might look like.

LISTEN FOR

- A main idea that stays clear throughout the talk
- A specific example that develops the main idea
- Spoken words that direct listeners to a helpful part of the visual
- An opening that interests listeners and a truthful summary of the group's ideas

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