LESSON MAKER PRO

Talk Moves

Build a clear group talk, one move at a time.

GRADE 5 · 5.CC.4

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

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1 Listen before adding your idea.	**2** Speak clearly at a pace others can follow.
3 Use reasons and details you know are true.	**4** You may agree, disagree, or keep your own view.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card for your group talk.
2. Take one ROLE card each. With three players, share the fourth role.
3. Shuffle two sets of the eight MOVE cards. Deal four cards to each player.
4. Set a five-minute timer. Take turns speaking. Play a MOVE card in the middle only when you use its starter and it fits what you mean.
5. Stop when time is up, even if you have cards left. Check the reflection statements.

AFTER THE ROUND Check what you did

- ☐ I helped make the topic clear at the start.
- ☐ I gave a reason or a specific detail to support an idea.
- ☐ I helped put ideas in order or bring the talk to a clear end.
- ☐ I spoke clearly at a pace others could follow.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Shared Spaces

What are some ways students can care for a shared classroom space? Give reasons and details in your group talk.

TOPIC

Recess Choices

How can students make recess welcoming for others? Give reasons and examples in your group talk.

TOPIC

Rainy Day Fun

What are some good ways to spend an indoor recess? Describe choices and explain why they work.

ROLE CARDS · one per player

ROLE

Opening Guide

Listen for an opening that tells the group what the talk is about.

ROLE

Order Keeper

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

ROLE

Detail Detective

Listen for reasons and specific details that support each idea.

ROLE

Voice Coach

Listen for a clear ending and a speaking pace everyone can follow.

MOVE CARDS · deal 4 to each player

MOVE CARD

OPEN TOPIC

"Today we're talking about ____."

MOVE CARD

START STRONG

"Let's begin with ____."

MOVE CARD

FIRST POINT

"First, ____."

MOVE CARD

NEXT POINT

"Another part of this is ____."

MOVE CARD

GIVE EXAMPLE

"For example, ____."

MOVE CARD

ADD DETAIL

"A detail that shows this is ____."

MOVE CARD

SUM UP

"To sum up, we ____."

MOVE CARD

FINAL THOUGHT

"We can end by saying ____."

Cards last longer on thick paper.

Talk Moves

RUNNING THE ROUNDS

Print two sets of MOVE cards per group and run five-minute rounds with a new TOPIC card each round. Invite quieter students to take the next turn without requiring them to play a card. An ending may report full agreement, unresolved differences, or an unchanged view supported by evidence.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	Today we're talking about ways to care for shared classroom shelves.
Leo	First, we can return books to the right bins.
Nia	For example, when books go in the matching labeled bins, classmates can find them later.
Maya	Another part of this is keeping the floor in front of the shelves clear.
Leo	To sum up, we can care for the shelves by sorting books and keeping the area clear.

LISTEN FOR

- An opening that names the topic
- Ideas connected in an order listeners can follow
- Reasons and specific, relevant details
- An accurate ending delivered clearly at an understandable pace

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