LESSON MAKER PRO

Talk That Builds

Use each other's ideas to move a discussion forward.

GRADE 7 · 7.CC.1

7.CC.1 "Engage effectively in a range of collaborative discussions (e.g., one-on-one, in groups, and teacher-led) on grade-appropriate topics, texts, and issues, building on others' ideas and expressing personal ideas clearly."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Listen to understand before you respond.
2. Support your ideas with a real example or a clear reason.
3. Make room for every voice. Anyone may pass.
4. You may agree, disagree, or keep your view.

HOW TO PLAY Teams of 3 or 4

1. Form a group of three or four. Pick one TOPIC card.
2. Take one ROLE card each. With three players, take turns doing the fourth job.
3. Shuffle two copies of the eight MOVE cards. Deal four to each player and set any extras aside.
4. Set an eight-minute timer. When a starter truly fits the discussion, finish it aloud and play that card to the middle.
5. Stop when time is up, even if cards remain. Check only the reflection statements that are true for you.

AFTER THE ROUND Check what you did

- [ ] I responded to an idea someone else shared.
- [ ] I expressed my own idea clearly, even if my view stayed the same.
- [ ] I gave a real example or a reason for an idea.
- [ ] I listened for where our ideas matched or differed.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Group Project Plans

How should a group divide tasks for a class project when members have different amounts of free time?

TOPIC

Quiet Study Time

How could our class use ten minutes of quiet study time so students can focus?

TOPIC

Choosing Class Games

How could a class choose a game for a free period when students enjoy different activities?

ROLE CARDS · one per player

ROLE

Turn Keeper

Notice who has not spoken and invite them to share, while letting anyone pass.

ROLE

Link Finder

Listen for chances to connect one person's idea to another's.

ROLE

Reason Seeker

Ask for a real example or a reason when an idea needs support.

ROLE

Idea Tracker

Near the end, name the ideas shared and note any agreement or differences honestly.

MOVE CARDS · deal 4 to each player

MOVE CARD

ADD ON

"Adding to that idea, I think ____."

MOVE CARD

MAKE CONNECTION

"That connects to what you said because ____."

MOVE CARD

SHARE EXAMPLE

"For example, in a group I was in, ____."

MOVE CARD

GIVE REASON

"One reason I think that is ____."

MOVE CARD

CHECK MEANING

"When you say that, do you mean ____?"

MOVE CARD

ASK MORE

"Could you tell us more about ____?"

MOVE CARD

TRACK IDEAS

"Our ideas so far are ____."

MOVE CARD

NAME EVIDENCE

"The examples and reasons we have shared suggest ____."

Cards last longer on thick paper.

Talk That Builds

RUNNING THE ROUNDS

Give each group two copies of the move cards so every player can receive four, and run each round for eight minutes. For another round, students may choose a new topic and switch roles. If participation is uneven, point the Turn Keeper toward students who have not had an opening, but do not require anyone to speak or to use every card.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	For example, in a group I was in, everyone chose a task they felt ready to do.
Bo	Adding to that idea, I think we should also ask how much time each person has.
Cam	When you say that, do you mean we should give smaller tasks to people with less time?
Bo	Yes. One reason I think that is a smaller task can still be important to the project.
Ava	Our ideas so far are choosing tasks by what people can do and checking how much time they have. We have not decided how to balance those ideas.

LISTEN FOR

- A response that connects to a specific idea another student shared
- A real example or clear reason used to support a view
- A question that checks understanding instead of assuming meaning
- An accurate summary that leaves room for agreement or unresolved differences

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