LESSON MAKER PRO

Team Talk Toolkit

Plan the work and practice how your group works together.

GRADE 8 · SL.8.1.b

SL.8.1.b "Follow rules for collegial discussions, set specific goals and deadlines, and define individual roles as needed."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Let each speaker finish.
2. Make room for everyone to speak.
3. Give a reason when you suggest a plan.
4. Report agreement and differences honestly.

HOW TO PLAY Teams of 3 or 4

1. In a group of 3 or 4, draw one TOPIC card and read its task aloud.
2. Assign the Turn Coach, Goal Scout, and Clock Captain roles. A fourth player takes Record Ranger. In a trio, Goal Scout and Clock Captain share the Record Ranger job.
3. Shuffle two copies of the eight MOVE cards and deal four to each player. Agree to an 8-minute round and a check at minute 4.
4. When a starter fits what you genuinely want to say, finish it aloud and play that MOVE card to the middle.
5. Stop at minute 8, even if cards remain. State your result, including any differences, then check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I followed our speaking rule and made room for others.
- [ ] I helped name a specific goal and a deadline.
- [ ] I did my role or my part of a shared job.
- [ ] I reported our result honestly and gave a reason if I kept a different view.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Class Project Plan

Draft a plan to divide work and check progress on a one-week class project; record any different ideas.

TOPIC

Study Group Setup

Plan a 30-minute study group for a coming quiz, including a goal, a stop time, and jobs for group members.

TOPIC

Discussion Day Plan

Plan how your class could make sure more students have a chance to speak during a discussion; include a rule and a way to check if it works.

ROLE CARDS · one per player

ROLE

Turn Coach

Watch for the group's speaking rule and invite anyone who has not had a turn.

ROLE

Goal Scout

Help the group name a specific result it can check by the end of the round.

ROLE

Clock Captain

Announce the minute 4 check and stop the round at minute 8.

ROLE

Record Ranger

Write down the group's result, including agreement and any differences that remain.

MOVE CARDS · deal 4 to each player

MOVE CARD

SET RULE

"Can our turn-taking rule be ____?"

MOVE CARD

SHARE FLOOR

"Before we decide, let's hear from ____ because ____ ."

MOVE CARD

NAME GOAL

"Our goal by the end of this round is to ____ ."

MOVE CARD

SHARPEN GOAL

"Let's make that goal easier to check: we'll ____ ."

MOVE CARD

SET CHECKPOINT

"By minute 4, let's have ____ ready."

MOVE CARD

CHECK TIME

"We have ____ minutes left; what do we need to finish?"

MOVE CARD

CLAIM JOB

"I can take charge of ____ and show it's done by ____ ."

MOVE CARD

REPORT RESULT

"Our result is ____; any differences left are ____ ."

Cards last longer on thick paper.

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RUNNING THE ROUNDS

Print two sets of MOVE cards per group so four players can each receive four cards. Run another round with a new topic and rotated roles if time permits. If participation is uneven, prompt the Turn Coach to invite a quieter member, but do not require anyone to use every card or change a view.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	Can our turn-taking rule be letting each person finish?
Luis	Our goal by the end of this round is to assign project tasks and choose a check-in day.
Imani	By minute 4, let's have a list of tasks ready.
Zoe	I can take charge of the Wednesday check-in and show it's done by sharing a task update.
Maya	Our result is that Zoe will check progress on Wednesday and each of us will choose a task; any differences left are none.

LISTEN FOR

- A turn-taking rule stated and followed
- A specific result the group can check at the end
- A minute 4 checkpoint and a firm stop at minute 8
- Clear jobs and an accurate report of agreement or remaining differences

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