

Talk It Forward

Use what you know to grow a group idea.

GRADE 3 • 3LS1.a

3LS1.a "Come to discussions having read or studied required material; draw on that preparation and other information known about the topic to explore ideas under discussion."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Read the Topic Card before talking.

2 Use something you remember or noticed.

3 Listen for an idea you can connect to.

4 Play a card only after you say its words.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic Card and read it quietly.
2. Each player takes one Role Card.
3. Shuffle enough Move Cards so each player gets four cards.
4. Take turns sharing an idea that matches one of your cards, then place that card in the middle.
5. Keep talking until every player has played all four cards.

AFTER THE ROUND Check what you did

☐ I read the topic before I spoke.

☐ I used something I knew or had noticed.

☐ I listened and built on another person's idea.

☐ I used my Move Card words when they fit.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Rainy Recess What choices could make rainy-day recess calm and fun for many students? Use what you know from past indoor recesses.	Classroom Jobs How could our class share classroom jobs so the work feels fair? Use what you have noticed about the jobs.	Lunchroom Line How could our class make the lunch line smoother? Use things you have seen happen in the line.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Prep Scout Listen for ideas that use something the group knows, remembers, or has noticed.	Link Builder Listen for ideas that connect to an idea already shared.	Question Keeper Watch for a question that helps the group think more deeply.	Turn Guide Make sure each player gets a turn before someone takes another turn.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
USE KNOWLEDGE “One thing I remember is ____.”	USE KNOWLEDGE “I noticed that ____.”	SHARE IDEA “I think we could ____.”	SHARE IDEA “One choice could be ____ because ____.”
BUILD ON “I want to add that ____.”	BUILD ON “This connects to ____ because ____.”	ASK AHEAD “What do you think would happen if ____?”	AGREE WHY “I agree with ____ because ____.”

Cards last longer on thick paper.

RUNNING THE ROUNDS

For each topic, give every player four cards from duplicated Move Card sets, and have players place a card in the middle only after saying the full starter and a fitting ending. The model exchange uses Rainy Recess, and each line matches a different Move Card. If participation is uneven, the Turn Guide pauses play after one player has played two cards until every other player has played one card.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	One thing I remember is that drawing was quiet during indoor recess.
Noah	I want to add that puzzles were quiet too.
Zoe	I think we could have a drawing table and a puzzle table.
Mia	What do you think would happen if we put quiet games in one area?
Noah	One choice could be putting quiet games in one area because the room might stay calmer.

LISTEN FOR

- references to a remembered experience or observation
- ideas that include a reason connected to what students know
- clear links to an earlier speaker's idea
- questions that help the group extend an idea

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