

Explain It Circle

Use clear words to share what you think.

GRADE 3 • 3SL1.d

3SL1.d "Explains their own ideas and understanding of the discussion."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen while another person is speaking.

2 Use a move card only when it fits your idea.

3 Explain your idea with a reason, detail, or example.

4 Take turns so every voice is heard.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic Card and read the question together.
2. Each player takes a different Role Card.
3. Shuffle the Move Cards and deal 4 cards to each player.
4. Take turns talking about the topic. Say a sentence that begins with a starter on one of your cards.
5. Put that card in the middle after you use it. Keep talking until every player has played all 4 cards.

AFTER THE ROUND Check what you did

☐ I shared my own idea.

☐ I explained why I thought my idea.

☐ I added a detail or example.

☐ I made my meaning clear.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Recess Choices Which game or activity would make recess fun for many students? Explain your ideas.	Helpful Classroom What is one job that would help our classroom run smoothly? Explain why.	Rainy Day What should our class do during indoor recess? Explain your ideas.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Reason Ranger Listen for each player to tell why they think an idea.	Detail Detective Listen for details or examples that make an idea clear.	Meaning Monitor Ask, "What do you mean?" when an idea is hard to understand.	Turn Keeper Invite a quiet player to take the next turn.

MOVE CARDS · deal 4 to each player

MOVE CARD SHARE IDEA "My idea is ____."	MOVE CARD EXPLAIN WHY "I think ____ because ____."	MOVE CARD ADD DETAIL "One detail about my idea is ____."	MOVE CARD GIVE EXAMPLE "For example, ____."
MOVE CARD MAKE CLEAR "What I mean is ____."	MOVE CARD SHARE IDEA "I would choose ____."	MOVE CARD EXPLAIN WHY "This would work because ____."	MOVE CARD CONNECT IDEAS "I heard ____, and my idea is ____."

Cards last longer on thick paper.

RUNNING THE ROUNDS

Print two sets of the 8 Move Cards for each group of four, then deal four cards to each player. For groups of three, deal four cards to each player and set aside the extras. Rotate roles and choose a new topic for the next round, and have the Turn Keeper invite students who have spoken less often.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	My idea is to set up a drawing table.
Leo	I heard Maya say "drawing table," and my idea is to have a board game table too.
Sam	I think a drawing table would work because students could create quietly.
Nia	One detail about my idea is that the board game table could have games for two to four players.
Maya	For example, I could draw a picture of my dog at the drawing table.

LISTEN FOR

- An own idea stated clearly
- A reason that explains the idea
- A detail or example that adds meaning
- Words that clarify what the speaker means

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