

Make Room Talk

Use words that include different needs and ideas.

GRADE 3 • 3SL1.e

3SL1.e "Consider individual differences when communicating with others."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Use one voice at a time.

2 Let each person finish.

3 Ask, do not guess.

4 Speak kindly about differences.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic Card. Each player takes one Role Card. If three players are in your group, set one Role Card aside.
2. Shuffle two copies of the Move Cards. Deal four cards to each player.
3. Read your role job. Talk with your group about the topic.
4. When a Move Card fits, say its sentence starter and finish the thought. Then play that card in the middle.
5. Keep taking turns until every dealt Move Card is in the middle. Then check the reflection statements.

AFTER THE ROUND Check what you did

☐ I asked about someone's preference.

☐ I invited another person to share.

☐ I listened to a different need or idea.

☐ I helped change our plan so more people could join.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Indoor Recess Plan two indoor recess choices so classmates with different likes and needs can join.	Playground Plan Plan a recess game that classmates with different skills and comfort levels can play.	Cleanup Jobs Plan a classroom cleanup that lets classmates choose jobs that work for them.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Voice Finder Invite someone who has not shared, and make sure the group listens to the answer.	Need Noticer Listen for a classmate's preference or need, and ask the group to consider it.	Choice Builder Help the group think of more than one way people can join the plan.	Kind Checker Listen for respectful words about differences, and suggest kinder words if needed.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
ASK PREFERENCE “What would make ____ work better for you?”	ASK PREFERENCE “Would you rather ____ or ____?”	INVITE VOICE “____, what do you think would help?”	INVITE VOICE “I want to hear ____'s idea about ____.”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
NAME NEED “I notice ____ might need ____.”	NAME NEED “Some people may feel ____ when ____.”	ADAPT PLAN “We can change ____ by ____.”	ADAPT PLAN “Let's make room for ____ by ____.”

Cards last longer on thick paper.

RUNNING THE ROUNDS

Print two copies of the Move Card set for each group, then deal four cards per player. Students may use the same type of move more than once if they have matching cards. If one student is talking most, prompt the Voice Finder to invite a peer before the group continues.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	What would make our indoor game work better for you, Leo?
Leo	I notice some classmates might need a quieter choice.
Mia	Noah, what do you think would help?
Noah	We can change charades by letting players point to picture cards.
Ava	Would you rather play picture bingo or draw clues?

LISTEN FOR

- asks classmates what would work for them
- invites a less-heard peer to share
- checks for needs instead of guessing
- changes a plan or offers choices after listening

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