

Viewpoint Card Quest

Ask, listen, and check each point of view.

GRADE 3 • 3SL3

3SL3 "Ask and answer questions in order to evaluate a speaker's point of view, offering appropriate elaboration and detail."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Take turns speaking and listening.

2 Use a Move card only when its words fit your idea.

3 Ask about reasons and details.

4 Respond to what another speaker said.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and read the question together.
2. Each player takes one Role card.
3. Shuffle two copies of the Move cards and deal four cards to each player.
4. Talk about the topic. Play a card in the middle when you truly use its starter.
5. Keep talking until every dealt card is in the middle.

AFTER THE ROUND Check what you did

☐ I shared my point of view and a reason.

☐ I asked about someone's reason or details.

☐ I answered a question with details.

☐ I explained why a point of view made sense or did not make sense.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Longer Recess Should our class have 10 more minutes of recess? Why or why not?	Seat Choice Should students choose their own seats in class? Why or why not?	Indoor Recess Should our class have a quiet drawing area during indoor recess? Why or why not?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
View Finder Listen for each speaker's point of view and make sure you understand it.	Question Coach Make sure the group asks about speakers' reasons and details.	Detail Detective Listen for details that explain why a speaker has a point of view.	Fair Checker Listen for responses that explain whether a point makes sense.

MOVE CARDS · deal 4 to each player

MOVE CARD STATE VIEW "I think ____ because ____."	MOVE CARD STATE VIEW "One reason I think ____ is ____."	MOVE CARD ASK REASON "What makes you think ____?"	MOVE CARD ASK REASON "Why do you feel ____?"
MOVE CARD ASK DETAIL "Can you tell more about ____?"	MOVE CARD ASK DETAIL "What happened that makes you say ____?"	MOVE CARD EVALUATE VIEW "That point makes sense because ____."	MOVE CARD EVALUATE VIEW "I am not sure that point makes sense because ____."

Cards last longer on thick paper.

RUNNING THE ROUNDS

Give each player a Role card and deal four Move cards from two printed copies of the Move card set. End the round when all dealt cards are in the center, then choose a new topic and redeal. If participation is uneven, call on students with the most cards remaining before a student takes another turn.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I think our class should have 10 more minutes of recess because we need time to move and play.
Theo	What makes you think students need more time to move and play?
Maya	One reason I think longer recess would help is that I can run, then return to class ready to sit and listen.
Ari	That point makes sense because moving first can help students focus during a lesson.
Noah	Can you tell more about how running helps you sit and listen?

LISTEN FOR

- Names a speaker's point of view clearly
- Asks why a speaker thinks or feels that way
- Requests details or examples
- Explains why a point makes sense or needs more support

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