

Talk Move Team

Use your role and move cards to guide a fair group discussion.

GRADE 4 • 4SL1.b

4SL1.b "Follow agreed-upon norms for discussions and carry out assigned roles."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen while one person speaks.

2 Use kind words, even when you disagree.

3 Take turns and make space for every voice.

4 Do your role for the whole round.

HOW TO PLAY Teams of 3 or 4

1. Form a group of 3 or 4 and read the ground rules together.
2. Pick one Topic card. Take different Role cards. In a group of 3, set one Role card aside.
3. Use two copies of the Move cards. Shuffle them and deal 4 cards to each player.
4. Discuss the topic and do your role. When you naturally use a card's starter, play that card in the middle.
5. Keep talking until every player has played all 4 cards. Then check the reflection statements.

AFTER THE ROUND Check what you did

☐ I followed our group ground rules.

☐ I did my assigned role.

☐ I listened and took turns.

☐ I used move cards to respond to others.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Better Recess What is one change that could make recess fair and fun for more students? Explain why.	Welcome Plan How could your class help a new student feel welcome on the first day?	Indoor Choices Which three activities should be in an indoor recess box for many students to enjoy?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Norm Ninja Watch the ground rules and politely point to one when the group forgets it.	Turn Keeper Make sure each person gets a chance to speak before someone speaks again.	Idea Catcher Write down ideas the group may want to use.	Summary Star Near the end, tell the group the main ideas you heard and ask what to add.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
ADD IDEA “I think ____.”	ADD IDEA “One idea is ____.”	BUILD ON “I want to build on that idea because ____.”	BUILD ON “I agree because ____.”
ASK MORE “Can you tell us more about ____?”	ASK MORE “Why do you think ____?”	INVITE VOICE “What do you think, ____?”	INVITE VOICE “We have not heard from _____. What do you think?”

Cards last longer on thick paper.

RUNNING THE ROUNDS

There are no fixed answers for the Topic cards. Print two copies of the Move cards for each group, then rotate roles and choose a new topic for another round. If one student speaks much more than others, prompt the Turn Keeper to pause the discussion until each person has had a turn.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	I think a quiet drawing area could help students who do not want loud games.
Noah	I want to build on that idea because puzzles would give students another calm choice.
Zoe	Can you tell us more about who would use the area?
Mia	I think students who need a calm choice would use it.
Noah	What do you think, Zoe?

LISTEN FOR

- Polite reminders about a discussion norm
- Students carrying out their assigned jobs
- Students responding to an idea before adding another one
- Students inviting a quieter group member to speak

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