

# Talk Link Challenge

*Ask, answer, connect, and build ideas.*

**GRADE 4 • 4SL1.c**

**4SL1.c** "Pose and respond to specific questions to clarify or follow up on information, and make comments that contribute to the discussion and link to the remarks of others."

NAME \_\_\_\_\_

DATE \_\_\_\_\_

## OUR GROUND RULES Read together first

**1** Listen until the speaker finishes.

**2** Use a card only when it fits your real idea.

**3** Ask about ideas, not people.

**4** Give each group member time to speak.

## 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. Deal each player four Move cards from two copies of the Move card set.
3. Discuss the topic. Use a sentence starter when it fits what you want to say.
4. After you genuinely use a starter, place that Move card in the middle.
5. Keep talking until every dealt card is in the middle. Then complete the reflection.

## AFTER THE ROUND Check what you did

- ☐ I asked a specific question to understand an idea.
- ☐ I responded to a question with a clear answer.
- ☐ I connected my idea to another person's remark.
- ☐ I added a comment that helped the group continue talking.

**TOPIC CARDS** · pick one per round

| TOPIC                                                                                                | TOPIC                                                                                  | TOPIC                                                                                                    |
|------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|
| <b>Recess Choice</b><br>What one new activity should our class try at recess, and how could it work? | <b>Classroom Change</b><br>What one change would help our class learn better, and why? | <b>Welcome Plan</b><br>What could our class do to help a new student feel welcome during the first week? |

**ROLE CARDS** · one per player

| ROLE                                                                                              | ROLE                                                                                          | ROLE                                                                                   | ROLE                                                                                                        |
|---------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|
| <b>Question Scout</b><br>Watch for unclear ideas and invite the group to ask a specific question. | <b>Connection Captain</b><br>Listen for ideas that fit together and point out the connection. | <b>Response Ranger</b><br>Notice questions and make sure someone responds to each one. | <b>Voice Counter</b><br>Keep track of whose ideas have been heard and invite a quiet group member to speak. |

**MOVE CARDS** · deal 4 to each player

| MOVE CARD                                                      | MOVE CARD                                                | MOVE CARD                                                   | MOVE CARD                                                 |
|----------------------------------------------------------------|----------------------------------------------------------|-------------------------------------------------------------|-----------------------------------------------------------|
| <b>ASK DETAILS</b><br>“What do you mean by ____?”              | <b>ASK DETAILS</b><br>“Can you tell more about ____?”    | <b>FOLLOW UP</b><br>“Why do you think ____?”                | <b>FOLLOW UP</b><br>“How would ____ work?”                |
| MOVE CARD                                                      | MOVE CARD                                                | MOVE CARD                                                   | MOVE CARD                                                 |
| <b>LINK IDEAS</b><br>“I want to connect to ____ because ____.” | <b>LINK IDEAS</b><br>“____ said ____, and I think ____.” | <b>ADD ON</b><br>“I agree with ____, and I would add ____.” | <b>BUILD IDEA</b><br>“That makes me think we could ____.” |

Cards last longer on thick paper.

**RUNNING THE ROUNDS**

Use one Topic card per round. The sample exchange uses Recess Choice and shows an idea, a clarifying question, a response, a follow-up question, and a linked comment. For uneven participation, have the Voice Counter invite a member who has spoken less, and require players to use only their own cards before taking another turn.

**WHAT A STRONG ROUND SOUNDS LIKE**

|             |                                                                                                               |
|-------------|---------------------------------------------------------------------------------------------------------------|
| <b>Maya</b> | That makes me think we could try a jump-rope station at recess.                                               |
| <b>Sam</b>  | What do you mean by a jump-rope station?                                                                      |
| <b>Maya</b> | I agree with Sam's question, and I would add that a jump-rope station is a space with ropes students can use. |
| <b>Noah</b> | How would students take turns at the station?                                                                 |
| <b>Maya</b> | Noah said students need turns, and I think we could make a line of five students.                             |

**LISTEN FOR**

- specific questions about an unclear detail
- clear responses that answer a classmate's question
- names or ideas from an earlier speaker
- comments that add a reason, example, or next step

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