

Talk Move Match

Build ideas by listening, connecting, and explaining.

GRADE 4 • 4SL1.d

4SL1.d "Review the relevant ideas expressed and explain their own ideas and understanding of the discussion."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen fully before you reply.

2 Talk about ideas, not people.

3 Use a Move Card only when it fits.

4 Make room for every voice.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic Card and read the question together.
2. Take different Role Cards. Print two Move Card sets, shuffle them, and deal four cards to each player.
3. Discuss the question. When a Move Card fits what you truly want to say, finish its starter and place it in the middle.
4. Do your role job while you listen and speak. Keep the talk connected to the topic question.
5. End the round when every dealt Move Card is in the middle. Review the ideas together, then check the reflection.

AFTER THE ROUND Check what you did

☐ I named a relevant idea someone shared.

☐ I connected an idea to the topic question.

☐ I explained my own idea with a reason.

☐ I told how my understanding changed or grew.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Better Recess What is one change that would make recess more fun and fair for everyone?	Class Jobs How should our class choose and share classroom jobs?	Calmer Lunch What is one change that could make lunchtime calmer and kinder?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Idea Scout Listen for ideas that answer the topic question, and bring one idea back into the talk.	Meaning Checker Listen for what group members mean, and share what you understand after someone explains.	Reason Finder Listen for reasons that support ideas, and add a reason when you share your own idea.	Voice Guide Notice who has spoken, and invite a group member who has not shared to add an idea.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
RECALL IDEA “One idea I heard was ____.”	RECALL IDEA “I heard ____ say that ____.”	LINK IDEAS “That connects to ____ because ____.”	LINK IDEAS “____ also fits with that idea because ____.”
SHARE VIEW “My idea is ____ because ____.”	SHARE VIEW “I think ____ would work because ____.”	SHOW UNDERSTANDING “Now I understand that ____.”	SHOW UNDERSTANDING “After hearing you, I see that ____.”

Cards last longer on thick paper.

RUNNING THE ROUNDS

For each round, groups choose a Topic Card, take different Role Cards, and use two printed copies of the Move Card set so every player receives four cards. Start a new round with new roles and a new topic. If participation is uneven, have the Voice Guide invite a quiet student, and ask a frequent speaker to listen until another player has used a card.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	My idea is to use a sign-up board for the swings because everyone would get a turn.
Noah	One idea I heard was using a sign-up board for the swings.
Zoe	That connects to making recess fair because people would know when their turn is.
Eli	I think five-minute turns would work because the line could keep moving.
Mia	After hearing you, I see that a sign-up board and five-minute turns could help everyone get a turn.

LISTEN FOR

- Students accurately name an earlier idea before adding to it.
- Students connect ideas to the topic question.
- Students explain a personal suggestion with a clear reason.
- Students state how another idea changed or clarified their understanding.

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