

Talk Team Challenge

Use roles and discussion moves to reach a group decision.

GRADE 5 • 5SL1.b

5SL1.b "Follow agreed-upon norms for discussions and carry out assigned roles."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Take turns. One person speaks at a time.

2 Listen before you play a move card.

3 Disagree with ideas, not people.

4 Do your role while helping the group decide.

HOW TO PLAY Teams of 3 or 4

1. Form a group of 3 or 4 and choose one Topic Card.
2. Each player takes one Role Card and reads the job aloud.
3. Copy the Move Cards as needed, then deal 4 cards to each player.
4. Discuss the topic. Use a card only when you genuinely say its starter, then play it in the middle.
5. Finish when every dealt card is in the middle. Agree on a group answer.

AFTER THE ROUND Check what you did

☐ I followed our discussion norms.

☐ I carried out my assigned role.

☐ I listened and built on someone else's idea.

☐ I helped make sure different voices were heard.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Recess Choice What one new item should the school add for recess, and what rule would help everyone use it fairly?	Lunchroom Change What one change would make lunch more pleasant for students, and why?	Classroom Helper What new classroom job would help your class most, and what would that person do?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Question Keeper Read the topic and bring the group back to the question if the talk wanders.	Voice Scout Notice who has not spoken and invite that person to share an idea.	Norm Coach Watch for respectful turn-taking and suggest a norm when the group needs one.	Decision Scribe Write the group's final choice and the strongest reason for it.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BUILD ON “I want to build on ____ because ____.”	BUILD ON “____ made me think that we could ____.”	ASK MORE “Can you say more about ____?”	ASK MORE “What makes you think ____ would work?”
INVITE IN “____, what do you think about ____?”	INVITE IN “I notice we have not heard from ____ yet.”	RESPECTFULLY DIFFER “I see it differently because ____.”	CHECK NORM “Let us take turns, starting with ____.”

Cards last longer on thick paper.

RUNNING THE ROUNDS

Print enough copies of the Move Cards so each player receives four cards, and rotate roles for each new round. Listen for players using starters naturally rather than reading them without responding to the discussion. If one student speaks too often, prompt the Voice Scout or Norm Coach to use the role job before the group continues.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	I want to build on adding jump ropes because many students can use them at once.
Ben	What makes you think jump ropes would work?
Carlos	Dina, what do you think about jump ropes?
Dina	I see it differently because a ball can be shared by a bigger group.
Carlos	Let us take turns, starting with Ava, so we can compare the two ideas.

LISTEN FOR

- Students name and complete their role actions.
- Students build on a classmate's idea with a reason.
- Students invite quieter group members into the discussion.
- Students use respectful words to disagree or restore turn-taking.

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