

Talk It Together

Use ideas to reach a thoughtful conclusion.

GRADE 5 • 5SL1.d

5SL1.d "Consider the ideas expressed and draw conclusion about information and knowledge gained from the discussions."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen without interrupting.

2 Let each person finish speaking.

3 Use a Move card only when it fits your idea.

4 Base conclusions on ideas you heard.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card for your group.
2. Each player takes one Role card.
3. Cut out two copies of the Move cards, shuffle them, and deal four cards to each player.
4. Discuss the topic. When a starter truly fits, say a complete sentence and place that card in the middle.
5. Keep talking until every dealt card is played. Then check the reflection statements.

AFTER THE ROUND Check what you did

☐ I listened for ideas from other people.

☐ I connected or compared ideas from the discussion.

☐ I changed or added to my thinking after listening.

☐ I used discussion ideas to make a conclusion.


TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Recess Choice Which new recess item should the school try first: jump ropes, basketballs, or sidewalk chalk? Share your reasons, then reach a conclusion.	Rainy Recess Choose two indoor recess activities from drawing, building blocks, board games, and reading. Discuss what works for students, then conclude which two fit most students.	Classroom Helper Which new classroom job should be added first: supply checker, plant helper, or board cleaner? Discuss needs you have noticed, then reach a conclusion.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Idea Collector Keep track of one useful idea shared by each person.	Connection Spotter Point out when two ideas connect or when they are different.	Question Scout Ask for a reason or example when an idea needs more detail.	Conclusion Builder Near the end, help the group state what its ideas show.

MOVE CARDS · deal 4 to each player

MOVE CARD CONNECT IDEAS “Your idea connects to ____ because ____.”	MOVE CARD CONNECT IDEAS “This idea connects with ____ because ____.”	MOVE CARD BUILD IDEA “I want to add to ____'s idea: ____.”	MOVE CARD ASK WHY “Can you explain why ____?”
MOVE CARD SPOT PATTERN “I notice that several ideas show ____.”	MOVE CARD WEIGH CHOICES “Compared with ____, ____ might be better because ____.”	MOVE CARD DRAW CONCLUSION “From our discussion, we can conclude ____.”	MOVE CARD DRAW CONCLUSION “The ideas we heard lead me to conclude ____.”

Cards last longer on thick paper.

RUNNING THE ROUNDS

Make two copies of the eight Move cards for each group so four players can receive four cards each. Run one topic round at a time, then rotate roles before the next round. If one student is dominating, require that student to listen until another player has used a card before speaking again.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	Your idea connects to mine because both jump ropes and basketballs give kids active games.
Leo	Can you explain why basketballs would work for more students?
Ava	I want to add to Leo's idea: basketballs can be used in different games, but students may need to wait for a turn.
Noah	Compared with basketballs, jump ropes might be better because more students can use them at the same time.
Maya	From our discussion, we can conclude that jump ropes should be tried first because they are active and let more students play at once.

LISTEN FOR

- Connects one speaker's idea to another speaker's idea
- Asks for reasons that make an idea clearer
- Notices a pattern or meaningful difference among ideas
- States a conclusion and names discussion ideas that support it

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