

Talk It Forward

Use discussion moves to shape a shared idea.

GRADE 5 • 5SL1

5SL1 "Engage effectively in a range of collaborative discussions with diverse partners; express ideas clearly and persuasively, and build on those of others."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen without interrupting.

2 Use a move card before playing it.

3 Respond to an idea, not a person.

4 Make sure every voice is heard.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and give each player a different Role card. In a group of three, set aside one Role card.
2. Use two cut-apart sets of the Move cards. Deal four Move cards to each player.
3. Discuss the topic. When you genuinely use a card's sentence starter, place that card in the middle.
4. Keep building, questioning, or respectfully challenging ideas until every player has played all four cards.
5. End by stating your group's shared answer, then check the reflection statements.

AFTER THE ROUND Check what you did

☐ I shared a clear idea with a reason.

☐ I built on someone else's idea.

☐ I asked a question to understand an idea.

☐ I disagreed or responded respectfully.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Recess Refresh Choose one change that would make recess more welcoming for students, and agree on your strongest reason.	Classroom Upgrade Choose one item or area that would help your classroom work better, and agree on why it matters most.	Welcome Plan Plan one simple way to help new students feel included during their first week, and agree on why it could work.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Idea Spotter Listen for clear ideas and ask a speaker to explain an idea that is hard to understand.	Link Maker Notice connected ideas and invite the group to build one idea from them.	Reason Ranger Listen for reasons and examples that make an idea convincing.	Voice Guide Notice who has not spoken and invite that person to share an idea or response.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
SHARE IDEA “I think ____ because ____.”	SHARE IDEA “My idea is ____, since ____.”	BUILD ON “I want to add to ____'s idea by ____.”	BUILD ON “____ said ____, and I also think ____.”
ASK WHY “What makes you think ____?”	ASK WHY “Can you give an example of ____?”	RESPECTFULLY DIFFER “I see it differently because ____.”	RESPECTFULLY DIFFER “I agree with part of that, but ____.”

Cards last longer on thick paper.

RUNNING THE ROUNDS

Print two sets of the eight Move cards for each group so every player can receive four cards. For groups of three, set aside one Role card and deal 12 cards. If one student is quiet, have the Voice Guide invite that student in, then allow the group to pause until each player has contributed before continuing.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	I think we should add a quiet reading corner because some students want a calm recess choice.
Noah	What makes you think a quiet reading corner would help?
Mia	I have seen students sit in the hallway when recess is too noisy.
Ava	I want to add to Mia's idea by putting the corner near the playground monitor.
Leo	I agree with part of that, but a shade tent could help more students stay comfortable outside.

LISTEN FOR

- Clear claims followed by reasons or examples
- Students naming and extending another student's idea
- Questions that ask for explanation or evidence
- Polite disagreement that gives a different reason

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