

Talk, Plan, Play

Build a group plan, one purposeful move at a time.

GRADE 6 • 6SL1.b

6SL1.b "Follow norms for collegial discussions, set specific goals and deadlines, and define individual roles as needed."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak one at a time.

2 Listen and respond to the last speaker.

3 Use a move card only when you mean it.

4 Keep working until all dealt cards are in the middle.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic Card and read the task aloud.
2. Each player takes a different Role Card. With three players, leave one role out.
3. Print two copies of the Move Cards, shuffle them, and deal four cards to each player.
4. Start by setting a group goal and a deadline. Do your role job during the talk.
5. When you genuinely use a card's starter, place it in the middle. The round ends when all dealt cards are played.

AFTER THE ROUND Check what you did

☐ I helped set a clear group goal.

☐ I helped name a deadline or checkpoint.

☐ I did my role and helped define responsibilities.

☐ I followed a discussion norm by listening or inviting others.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Reading Corner Plan What three rules would make a classroom reading corner welcoming and useful? Agree on the rules and prepare a short recommendation.	Lost Item System How could students create a simple, fair system for returning lost items at school? Agree on a plan with three steps.	Read-Aloud Choice What fair process should your class use to choose its next read-aloud book? Agree on a process and explain why it is fair.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Goal Scout Keep the group focused on the Topic Card and ask whether the group has met its goal.	Clock Captain Suggest checkpoints and tell the group when it is time to move to the next part.	Turn Host Notice who has spoken and invite a quieter person to share.	Plan Scribe Write the group's agreed plan in a few clear words and read it back before the round ends.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
NAME GOAL "Let's make our goal ____."	STATE GOAL "By the end, our group will have ____."	SET DEADLINE "Our deadline for ____ is ____."	PLAN NEXT STEP "We have ____ minutes, so let's complete ____ next."
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
CLAIM RESPONSIBILITY "I can take responsibility for ____."	ASSIGN RESPONSIBILITY "Could ____ be responsible for ____?"	CHOOSE NORM "Can we agree to ____ so everyone can join in?"	PROTECT TURN TAKING "Let's make sure we ____ while we talk."

Cards last longer on thick paper.

RUNNING THE ROUNDS

Print two copies of the Move Cards for each group, so three or four players can each receive four cards. Let groups choose their own deadlines within the round time. If participation is uneven, direct the Turn Host to invite a quieter player, and require each student to say their own move-card starters.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	Let's make our goal choose three reading-corner rules and a short recommendation.
Jalen	Can we agree to listen without interrupting so everyone can join in?
Priya	I can take responsibility for tracking our time.
Owen	Our deadline for choosing ideas is four minutes from now.
Mia	Could Jalen be responsible for writing our ideas?

LISTEN FOR

- A specific group goal and product named aloud
- A realistic deadline or checkpoint stated clearly
- Responsibilities assigned to individual group members
- Respectful turn taking, listening, and invitations to speak

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