

Talk Moves Match

Ask, answer, and build ideas with detail.

GRADE 6 • 6SL1.c

6SL1.c "Pose and respond to specific questions with elaboration and detail by making comments that contribute to the topic, text, or issue under discussion."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak one at a time.

2 Use a Move Card only when it fits the discussion.

3 Answer questions with reasons or examples.

4 Build on ideas, not people.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic Card and read the question aloud.
2. Each player takes a different Role Card.
3. Use two copies of the Move Cards, shuffle them, and deal four cards to each player.
4. Take turns discussing the topic. When you genuinely use a card's starter, place that card in the middle.
5. Continue until every dealt card is in the middle. Then complete the reflection.

AFTER THE ROUND Check what you did

☐ I asked a question about a specific idea.

☐ I answered a question with a reason or example.

☐ I added detail that helped the group understand.

☐ I connected my comment to another person's idea.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Lunch Choices What one change would make school lunch better, and why?	Recess Rules What rule would make recess fairer, and why?	Classroom Setup How should our classroom be arranged to help students learn?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Question Scout Listen for clear, specific questions and ask one when the group needs more information.	Detail Detective Notice broad ideas and ask speakers to add a reason or example.	Link Builder Listen for connected ideas and invite someone to explain the connection.	Balance Keeper Notice who has spoken and invite a quieter player to share an idea.

MOVE CARDS · deal 4 to each player

MOVE CARD ASK SPECIFIC “What makes you think ____?”	MOVE CARD ASK SPECIFIC “Can you say more about ____?”	MOVE CARD BUILD ON “I want to build on that because ____.”	MOVE CARD BUILD ON “That connects to our idea because ____.”
MOVE CARD ADD DETAIL “One detail that matters is ____.”	MOVE CARD ADD DETAIL “An example that supports this is ____.”	MOVE CARD RESPOND THOUGHTFULLY “Do you mean ____ when you say that?”	MOVE CARD RESPOND THOUGHTFULLY “Could there be another reason, such as ____?”

Cards last longer on thick paper.

RUNNING THE ROUNDS

Run a round with one Topic Card, then switch topics and roles for another round. For groups of three, leave four cards undealt. If participation is uneven, have the Balance Keeper name the next speaker, and require each player to play one card before anyone plays a second card.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	One detail that matters is that adding another fruit choice could help students who do not like the only fruit offered.
Eli	What makes you think another fruit choice would help more students?
Maya	An example that supports this is a student who cannot find a fruit they like and leaves it uneaten.
Zoe	I want to build on that because more choices could help students eat a healthier part of lunch.
Noah	Can you say more about how this change could affect the lunch line?

LISTEN FOR

- Questions name a specific idea, reason, or example.
- Responses explain why or give a relevant example.
- Comments refer directly to another speaker's point.
- Follow-up questions deepen the discussion instead of changing the topic.

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