

Talk Move Challenge

Build ideas, give reasons, and respond with respect.

GRADE 6 • 6SL1

6SL1 "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 Take turns speaking.

2 Use each card honestly.

3 Listen before you respond.

4 Disagree with respect.

HOW TO PLAY Teams of 3 or 4

1. Choose a TOPIC card and read the question aloud.
2. Each player takes one ROLE card.
3. Shuffle two copies of the eight MOVE cards and deal four to each player.
4. Discuss the topic. Play a card in the middle only after you genuinely use its starter.
5. End the round when every dealt card is played, then complete the reflection.

AFTER THE ROUND Check what you did

☐ I stated my idea clearly and gave a reason.

☐ I listened and responded to another person's idea.

☐ I used a question to understand an idea better.

☐ I added on or disagreed respectfully.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Fair Group Work What one class rule would make group work fairer? Choose a rule and explain why.	Calmer Starts What one change would help your class start each day more calmly? Choose a change and explain why.	Useful Homework What one homework rule would make homework more useful and fair? Choose a rule and explain why.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Reason Ranger Listen for reasons, and ask the group to explain an idea when you do not hear one.	Connection Captain Notice when ideas connect, and point out the connection to the group.	Question Detective Listen for unclear ideas, and ask a question that helps the speaker explain more.	Fair Turnkeeper Notice who has spoken, and invite someone with less speaking time to share an idea.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
GIVE A REASON “I think ____ because ____.”	GIVE A REASON “A reason this would work is ____.”	BUILD ON “I want to add to ____'s idea: ____.”	BUILD ON “____'s point makes me think ____.”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
ASK A QUESTION “What makes you think ____?”	ASK A QUESTION “Can you explain how ____ would work?”	OFFER ANOTHER VIEW “I see it differently because ____.”	OFFER ANOTHER VIEW “Another choice could be ____ because ____.”

Cards last longer on thick paper.

RUNNING THE ROUNDS

Print two copies of the eight MOVE cards for 16 total. In a four-player group, deal all 16 cards, four per player; in a three-player group, deal 12 cards, four per player, and leave four MOVE cards face down and one ROLE card unused. Run one topic per round, and if participation is uneven, have the Fair Turnkeeper invite the student who has spoken least to enter with a MOVE card.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I think a rule that everyone has a job would make group work fairer because no one would be left out.
Eli	I want to add to Maya's idea: we could switch jobs each time so one person does not do all the writing.
Sofia	What makes you think switching jobs would help?
Jordan	Maya's point makes me think each job should be short, like reader, writer, or checker.
Sofia	I see it differently because changing jobs too often could waste time. We could choose jobs at the start and check halfway through.

LISTEN FOR

- Clear claims followed by specific reasons
- Students naming and extending a peer's idea
- Questions that seek explanation or clarification
- Respectful disagreement supported by a reason

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