

Talk Move Challenge

Build ideas, question clearly, and reach a group decision.

GRADE 8 • 8SL1

8SL1 "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 to the idea before you respond.

2 Play a card only after you use its starter naturally.

3 Respond to ideas, not just to take a turn.

4 Disagree with ideas respectfully.

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. Shuffle enough copies of the Move cards so each player gets four cards.
4. Discuss the topic. When you genuinely use a card's starter, place that card in the middle.
5. End the round when every dealt Move card is in the middle and your group has answered the question.

AFTER THE ROUND Check what you did

☐ I stated an idea and gave a reason.

☐ I built on or connected to someone else's idea.

☐ I asked or answered a question that made an idea clearer.

☐ I helped the group reach a clear recommendation.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Group Project Grades What system should a teacher use to grade a group project fairly?	Phone-Free Lunch Should students be allowed to use phones during lunch, and what rule would be fairest for everyone?	Homework Balance What homework guideline should your grade propose to help students learn without becoming overloaded?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Idea Mapper Keep track of the main ideas and point out when two ideas connect.	Question Scout Notice unclear reasons or plans and ask the group to make them clearer.	Air-Time DJ Watch who has spoken and invite a quieter member to share an idea.	Decision Captain Check that the group's final recommendation includes reasons from the discussion.

MOVE CARDS · deal 4 to each player

MOVE CARD STATE CLAIM “I think ____ because ____.”	MOVE CARD GIVE REASON “One reason is ____.”	MOVE CARD BUILD ON “I want to add ____.”	MOVE CARD ASK CLEARLY “Can you explain ____?”
MOVE CARD STATE CLAIM “Another option is ____ because ____.”	MOVE CARD GIVE REASON “An example that supports this is ____.”	MOVE CARD BUILD ON “That connects to ____ because ____.”	MOVE CARD MAKE DECISION “Based on our ideas, I recommend ____.”

Cards last longer on thick paper.

RUNNING THE ROUNDS

For each round, give groups one Topic card, one different Role card per student, and four random Move cards per student from enough copied sets. Collect cards only when a student uses the starter to advance the discussion. If participation is uneven, have the Air-Time DJ invite a quieter member, then pause until that member makes a meaningful move before frequent speakers take another turn.

WHAT A STRONG ROUND SOUNDS LIKE

Nia	I think each student should earn an individual score plus a group score because people should be responsible for their own work.
Omar	One reason is that one person should not lose points when a teammate misses meetings.
Tessa	Can you explain how the teacher could tell what each person did?
Nia	I want to add that each group could turn in a short work log, and that would show individual contributions.
Omar	Based on our ideas, I recommend an individual score plus a smaller group score because it rewards each person's effort and gives the group a reason to work together.

LISTEN FOR

- Claims paired with specific reasons
- Responses that add to or connect a classmate's idea
- Clarifying questions that move the group forward
- A final recommendation that combines ideas and reasons

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