

Talk Moves Match

Build ideas, bring in voices, and test conclusions.

HIGH SCHOOL • 9-10SL1c

9-10SL1c "Pose and respond to questions that relate the discussion to broader themes or ideas; actively incorporate others into the discussion; and clarify, verify, or challenge ideas and conclusions."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen fully before you play a card.

2 Use the starter naturally, not as a script.

3 Build on a specific idea someone said.

4 Challenge ideas, not people.

HOW TO PLAY Teams of 3 or 4

1. Form a group of 3 or 4, choose one Topic card, and take one Role card each.
2. Shuffle two copies of the Move cards and deal 4 cards to each player. Set extra cards aside.
3. Read the topic question and begin discussing it.
4. When you genuinely use a Move card's starter, place that card in the middle.
5. End the round when each player has played all 4 cards. Check the reflection statements.

AFTER THE ROUND Check what you did

☐ I connected an idea to a broader theme or issue.

☐ I invited another person into the discussion.

☐ I asked someone to clarify or support an idea.

☐ I respectfully tested an idea or conclusion.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Phone-Free Classrooms What rules, if any, should a school use for phones during class, and what larger values should guide those rules?	Online Empathy Does social media make it easier or harder for people to show empathy, and why?	Speaking Up When should a person speak up about unfair treatment, and what can make speaking up difficult?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Theme Scout Notice connections to bigger ideas, such as fairness, power, belonging, or responsibility.	Voice Opener Notice who has spoken less and invite that person into the discussion.	Meaning Checker Listen for unclear claims and ask for exact meanings, reasons, or examples.	Conclusion Tester Listen for conclusions and test them with a different situation or viewpoint.

MOVE CARDS · deal 4 to each player

MOVE CARD LINK A THEME “This connects to the bigger idea of ____ because ____.”	MOVE CARD BROADEN IT “A bigger issue connected to this is ____.”	MOVE CARD INVITE A VOICE “I want to hear from ____ about ____.”	MOVE CARD PULL THEM IN “____, how does this idea connect to your experience?”
MOVE CARD CLARIFY MEANING “When you say ____, do you mean ____?”	MOVE CARD VERIFY CLAIM “What example supports the claim that ____?”	MOVE CARD CHALLENGE GENTLY “I see it differently because ____.”	MOVE CARD TEST CONCLUSION “Would this conclusion still work if ____?”

Cards last longer on thick paper.

RUNNING THE ROUNDS

Print two copies of the Move card set so each group can receive four cards per player. During rounds, listen for students using starters to respond to actual ideas instead of reading disconnected lines. If participation is uneven, have the Voice Opener pause the discussion to invite a quieter member, and require each player to play only one card before playing another.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	This connects to the bigger idea of responsibility because staying silent can allow unfair treatment to continue.
Jordan	When you say responsibility, do you mean students should always speak up?
Maya	A bigger issue connected to this is safety, because speaking up can sometimes put a person at risk.
Riley	Maya, how does this idea connect to your experience?
Jordan	Would this conclusion still work if speaking up in public makes the targeted person feel less safe?

LISTEN FOR

- Connections between the topic and larger themes or values
- Direct invitations that name a peer and give them an entry point
- Questions asking for precise meaning, examples, or support
- Respectful counterexamples that test a claim or conclusion

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