LESSON MAKER PRO

Draft Talk Cards

Read your writing, then talk about how it works.

GRADE 4 · 4.1.S.2

4.1.S.2 "Students will engage in collaborative discussions about what they are reading and writing, expressing their own ideas clearly in pairs, diverse groups, and whole-class settings."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Give each person a chance to speak.
2. Point to words in your draft when they support your idea.
3. Say what you truly think, even when you agree or keep your idea.
4. Leave a MOVE card unplayed if it does not fit the talk.

HOW TO PLAY Teams of 3 or 4

1. Pick a TOPIC card and write a two-sentence draft together.
2. Take one ROLE card each. With three players, take the first three roles and all share the Wrap Weaver job.
3. Deal four MOVE cards to each player. Set an 8-minute timer and read your draft aloud.
4. Discuss your draft. Play a MOVE card in the middle only when you truly use its starter.
5. Stop when the timer rings, even if cards remain. Check the I statements that are true for you.

AFTER THE ROUND Check what you did

- [ ] I shared an idea about our writing clearly.
- [ ] I used words from our draft to explain my thinking.
- [ ] I listened and responded to someone else's idea.
- [ ] I helped name what our group thought, including anything we still saw differently.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Mystery Box

What two-sentence story opening could you write about finding a mysterious box, and which words help a reader imagine it?

TOPIC

New Game

What two-sentence directions could you write for a game you invent, and which words make the steps clear?

TOPIC

Welcome Note

What two-sentence note could you write to welcome a new student, and which words make the message kind and clear?

ROLE CARDS · one per player

ROLE

Idea Builder

Share your own ideas clearly and help others explain theirs.

ROLE

Text Detective

Listen for ideas that connect to words in your group's draft.

ROLE

Talk Guide

Invite each person to speak without putting anyone on the spot.

ROLE

Wrap Weaver

Help the group name its ideas, including any that are still different.

MOVE CARDS · deal 4 to each player

MOVE CARD

SHARE IDEA

"My idea for our writing is ____."

MOVE CARD

SUGGEST CHANGE

"I would change ____ so a reader understands it better."

MOVE CARD

FIND WORDS

"The words ____ help me picture it."

MOVE CARD

READ CLUE

"When I read ____, I understand the idea better."

MOVE CARD

BUILD ON

"I want to add to your idea by ____."

MOVE CARD

CONNECT IDEAS

"Your idea makes me think we could ____."

MOVE CARD

INVITE VOICE

"What do you think about ____?"

MOVE CARD

SUM UP

"Our ideas so far are ____."

Cards last longer on thick paper.

ANSWER KEY

Draft Talk Cards

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RUNNING THE ROUNDS

Print enough copies of the eight MOVE cards to deal four to each player. For another round, use a new TOPIC card and an 8-minute timer. If participation is uneven, prompt the Talk Guide to invite quieter students in, but do not require every card to be played or anyone to change an evidence-supported view.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	My idea for our writing is to add 'You can join our game at recess.'
Leo	The words 'You can sit with us' help me picture a friendly welcome.
Ava	Your idea makes me think we could offer the new student two choices.
Maya	What do you think about adding a game invitation, Leo?
Leo	Our ideas so far are to keep the lunch invitation and add a game invitation.

LISTEN FOR

- Students express specific ideas about their shared writing.
- Students refer to words in the draft to explain their thinking.
- Students respond to a classmate's idea rather than starting a separate conversation.
- Students describe agreement or differences truthfully, without forcing a change of mind.

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