LESSON MAKER PRO

Story Talk Cards

Build ideas about stories and writing together.

GRADE 5 · 5.1.S.2

5.1.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. Listen without interrupting.
2. Play a card only when its words fit what you really think.
3. You may agree, disagree, or keep your view.
4. Leave cards unused if they do not fit.

HOW TO PLAY Teams of 3 or 4

1. Form a group of three or four. Draw one TOPIC card and read it aloud.
2. Each player takes one ROLE card. With three players, share the fourth job as a group.
3. Deal four MOVE cards to each player. Set any extra cards aside.
4. Agree to talk for eight minutes and start a timer. When you genuinely use a starter, play that card to the middle.
5. Stop when the timer ends, even if you have cards left. Check the reflection statements that are true for you.

AFTER THE ROUND Check what you did

- [ ] I explained an idea about a story or writing clearly.
- [ ] I used a detail or example to explain why.
- [ ] I listened and responded to someone else's idea.
- [ ] I know what I think now, whether or not my view changed.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Story Opening

What opening sentence could you write for a story about a surprising sound at school, and how would it make a reader curious?

TOPIC

Clear Directions

What details would help a new student follow written directions from your classroom to the library, and why?

TOPIC

Story Memory

Share character choices from stories you remember. Which choice would give your group an interesting idea for a new story, and why?

ROLE CARDS · one per player

ROLE

Idea Inviter

Invite each player to share an idea about the topic.

ROLE

Detail Finder

Ask players which story or writing details support their ideas.

ROLE

Idea Linker

Notice when two ideas connect or differ, and invite players to explain how.

ROLE

Talk Tracker

Help the group say where its ideas stand, whether everyone agrees or not.

MOVE CARDS · deal 4 to each player

MOVE CARD

SHARE IDEA

"For this topic, I think ____ because ____."

MOVE CARD

SHARE IDEA

"I would choose ____ because ____."

MOVE CARD

USE DETAIL

"A detail from the story or writing idea is ____, so ____."

MOVE CARD

USE DETAIL

"The example ____ supports ____."

MOVE CARD

ASK MORE

"What makes you think ____?"

MOVE CARD

LINK IDEAS

"My idea connects to ____ because ____."

MOVE CARD

GROUP SUMMARY

"At this point, our group ____."

MOVE CARD

MY VIEW

"After hearing ____, my view is ____ because ____."

Cards last longer on thick paper.

Story Talk Cards

RUNNING THE ROUNDS

Print two copies of the eight MOVE cards per group so four players can each receive four cards. Run an eight-minute round, then switch topics and roles if time allows. If participation is uneven, invite quieter players in without requiring a card play; accept unused cards, full agreement, unresolved differences, and evidence-supported unchanged views.

WHAT A STRONG ROUND SOUNDS LIKE

Ana	For this topic, I think we should begin, "Why was the locker humming?" because readers will want to know the answer.
Ben	What makes you think a humming locker will interest readers?
Cora	The example "Why was the locker humming?" supports opening with a question because it leaves a mystery.
Ana	My idea connects to Ben's question because the sound comes from a locker we see every day.
Ben	At this point, our group agrees that an opening question about the humming locker would make readers curious.

LISTEN FOR

- Ideas about a remembered story or a piece of writing stated clearly
- Story or writing details used to explain a view
- Responses that build on a classmate's idea or ask for a reason
- Accurate summaries of agreement or differences, without pressure to change views

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