LESSON MAKER PRO

Community Talk Cards

Ask, explain, and listen to plan for your community.

GRADE 3 · 3.P.3.2.C

3.P.3.2.C "Ask and answer questions to clarify information and engage in collaborative discussions about appropriate topics in social studies."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1 Listen without interrupting.	**2** Ask when an idea is unclear.
3 Use real examples when you can.	**4** It is okay to agree, disagree, or keep your idea.

HOW TO PLAY Teams of 3 or 4

1. Form a group of 3 or 4. Pick one TOPIC card and read its question.
2. Each player takes one ROLE card. With 3 players, share the Fair Reporter job.
3. Make two copies of the 8 MOVE cards. Shuffle all 16 cards and deal 4 to each player.
4. Set a timer for 8 minutes. Discuss the topic and play a MOVE card only when you truly use its starter.
5. Stop when the timer rings, even if cards are left. Check the reflection statements that are true for you.

AFTER THE ROUND Check what you did

- ☐ I asked a question to make an idea clearer.
- ☐ I answered a question with a helpful detail.
- ☐ I listened and responded to a classmate's idea.
- ☐ I described our agreement or differences truthfully.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Shared Playground

What would help everyone use a playground fairly, and why?

TOPIC

Helping Neighbors

How could neighbors work together to keep a shared outdoor space clean?

TOPIC

Class Choice

How should a class choose one game for a celebration so everyone has a say?

ROLE CARDS · one per player

ROLE

Clarity Scout

Notice when an idea is unclear and ask what the speaker means.

ROLE

Detail Detective

Listen for helpful details or real examples and ask for one when needed.

ROLE

Idea Linker

Notice how two classmates' ideas connect and help them respond to each other.

ROLE

Fair Reporter

Notice what the group agrees on and what is still different or undecided.

MOVE CARDS · deal 4 to each player

MOVE CARD

MEANING CHECK

"What do you mean by ____?"

MOVE CARD

DETAIL CHECK

"Can you explain ____ a bit more?"

MOVE CARD

MEANING ANSWER

"I mean ____."

MOVE CARD

EXAMPLE ANSWER

"For example, ____."

MOVE CARD

REAL EVIDENCE

"I have seen ____."

MOVE CARD

CONNECT IDEAS

"That connects to your idea because ____."

MOVE CARD

HONEST SUMMARY

"So far, our ideas are ____."

MOVE CARD

KEEP POSITION

"My idea has not changed because I noticed ____."

Cards last longer on thick paper.

ANSWER KEY

Community Talk Cards

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RUNNING THE ROUNDS

Run each round for exactly 8 minutes, then stop and leave unused cards unplayed. For another round, choose a new topic, shuffle and deal again, and switch roles. If participation is uneven, invite quieter students to speak without requiring them to play a card or change their view.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	I have seen kids wait by the swings for a long time.
Ben	What do you mean by a long time?
Ava	I mean they waited while one child kept swinging.
Deja	For example, kids could take turns for five minutes each.
Eli	So far, our ideas are about waiting and taking turns, and we have not chosen a time limit.

LISTEN FOR

- Questions that name the exact idea a student wants clarified
- Answers that add details rather than repeat the first statement
- Real examples connected to the group's social studies topic
- Summaries that accurately report agreement, differences, or open questions

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