LESSON MAKER PRO

Community Talk Cards

Share ideas about choices at school.

GRADE 4 · 4.P.3.2.C

4.P.3.2.C "Engage in collaborative discussions about appropriate topics and texts, expressing ideas clearly to others in group and whole class settings."

NAME _____ DATE _____

OUR GROUND RULES Read together first

1. Keep the talk on the topic card.
2. Make room for every voice.
3. Listen before you respond.
4. You may agree, see things differently, or keep your view with a reason.

HOW TO PLAY Teams of 3 or 4

1. Form a group of 3 or 4. Choose one TOPIC card and read it aloud.
2. Take one ROLE card each. With 3 players, use the first three roles and share the Wrap Captain job.
3. Use two sets of MOVE cards. Shuffle all 16 cards and deal 4 to each player.
4. Set a timer for 8 minutes. Talk about the topic. When you truly use a MOVE starter, place that card in the middle.
5. Stop when the timer ends, even if cards remain. Check the reflection statements.

AFTER THE ROUND Check what you did

- ☐ I shared an idea clearly.
- ☐ I listened and responded to someone else's idea.
- ☐ I gave a reason or school example for an idea.
- ☐ I noticed what we agreed on or still saw differently.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Shared Recess Space

How could students decide how to share a busy playground space at recess?

TOPIC

Class Supply Spot

What could students do to make a shared supply area work well for everyone?

TOPIC

School Care Choice

How could students decide which part of the school to care for first?

ROLE CARDS · one per player

ROLE

Idea Guide

Share your idea clearly and invite others to share theirs.

ROLE

Echo Expert

Listen closely and restate a classmate's idea before adding your own.

ROLE

Reason Scout

Ask for reasons or school examples, and give one for your own idea.

ROLE

Wrap Captain

Near the end, name what the group agrees on and any views that still differ.

MOVE CARDS · deal 4 to each player

MOVE CARD

SHARE IDEA

"I think we could ____."

MOVE CARD

SHARE IDEA

"My idea is ____."

MOVE CARD

SHOW LISTENING

"I heard you say ____."

MOVE CARD

BUILD ON

"Your idea makes me think ____."

MOVE CARD

GIVE REASON

"My reason for that idea is ____."

MOVE CARD

GIVE EXAMPLE

"One school example is ____."

MOVE CARD

INVITE VOICE

"What do you think about ____?"

MOVE CARD

SUM UP

"It sounds like our ideas so far are ____."

Cards last longer on thick paper.

ANSWER KEY

Community Talk Cards

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RUNNING THE ROUNDS

Provide two copies of the eight MOVE cards per group and run each round for the agreed 8 minutes. Unused cards are fine. If participation is uneven, prompt students to invite a quieter group member to speak, without requiring anyone to disagree, compromise, or change an evidence-supported view.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I think we could ask students which games need the big space.
Leo	One school example is that kickball needs room for bases.
Ava	I heard you say kickball needs room for bases.
Noor	What do you think about asking each class for ideas?
Maya	It sounds like our ideas so far are asking about games and getting ideas from each class.

LISTEN FOR

- Ideas stated clearly enough for classmates to respond
- Responses that refer to a classmate's actual idea
- Reasons or familiar school examples that explain an idea
- Accurate summaries of agreement or remaining differences, without inventing either

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