

Talk Move Match

Listen closely, clarify ideas, and keep the talk on topic.

GRADE 4 • TEKS 4.1.A

4.1.A "listen actively, ask relevant questions to clarify information, and make pertinent comments;"

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen without interrupting.

2 Use a card only when it fits the talk.

3 Ask questions that match the topic.

4 Make comments that connect to an idea.

HOW TO PLAY Teams of 3 or 4

1. Form a team of 3 or 4. Print two identical copies of the card sheet.
2. Keep one Topic and Role set. Combine both copies of the 8 Move cards (16 total). Deal four each; set extras aside.
3. Choose a Topic card and read its question together. Take one Role card each.
4. Listen to each whole idea. Use a card starter to ask a relevant question or add a connected comment, then play that card.
5. After all dealt cards are played, share an idea the group developed and check the reflection.

AFTER THE ROUND Check what you did

☐ I listened to each speaker's whole idea.

☐ I asked a question that helped me understand.

☐ I made a comment connected to the topic or another idea.

☐ I used a Move card starter in a real way.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Indoor Recess What could our class do during indoor recess so everyone has a good choice?	Classroom Jobs Which new classroom job would help our class most, and why?	Kind Lunch What could students do to help a new student feel welcome at lunch?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Question Detective Listen for questions that help the group understand an idea better.	Listening Link Listen for players who connect their comments to what someone else said.	Topic Guard Watch for comments that answer the Topic card question.	Turn Tracker Notice who has spoken, and invite a quiet player to share an idea.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
ASK DETAILS “Can you tell me more about ____?”	ASK DETAILS “What makes you think ____?”	CHECK MEANING “Do you mean ____?”	CHECK MEANING “So, you are saying ____, right?”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
LINK IDEAS “That connects to ____ because ____.”	LINK IDEAS “I heard ____, and it makes me think ____.”	ADD COMMENT “That fits our question because ____.”	ADD COMMENT “One idea I want to add is ____.”

Print 2 copies of this card sheet per team of 3 or 4. Use one set of topic and role cards; combine the move cards, deal 4 per player, and set extras aside. Cards last longer on thick paper.

RUNNING THE ROUNDS

Print two identical card sheets for each team. Keep one topic/role set and combine the 16 Move cards; deal four per player and set extras aside. Use Indoor Recess for the sample exchange. Collect and reshuffle between rounds. If a student has few chances to speak, have the Turn Tracker invite that student and remind the group to pause after each comment.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	One idea I want to add is a board-game table.
Diego	Can you tell me more about how the board-game table would work?
Mia	That fits our question because students could choose a game and take turns.
Ava	I heard students could choose a game, and it makes me think we need different kinds of games.
Noah	So, you are saying students should have more than one game choice, right?

LISTEN FOR

- Questions ask for needed details or check meaning.
- Comments clearly connect to the topic question.
- Students refer to another speaker's idea before adding their own.
- Players use sentence starters as relevant responses, not as random sentences.

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