

Talk Track Challenge

Use questions and ideas to keep a discussion moving.

GRADE 7 • SL.7.1c

CCSS.ELA-Literacy.SL.7.1c "Pose questions that elicit elaboration and respond to others' questions and comments with relevant observations and ideas that bring the discussion back on topic as needed."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Let one person speak at a time.

2 Use a card only when it fits the conversation.

3 Respond to ideas, not just your own thoughts.

4 Bring the talk back to the topic when it drifts.

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. Print two card sheets. Take one Role card each; combine the 16 Move cards, deal four per player, and set extras aside.
3. Discuss the topic while doing the job on your Role card.
4. When you naturally use a Move-card starter, play that card to the middle. Respond to an idea already shared.
5. End when every dealt Move card has been played. Then complete the reflection.

AFTER THE ROUND Check what you did

☐ I asked a question that helped someone explain more.

☐ I responded with an observation or idea related to the discussion.

☐ I connected an idea to the topic question.

☐ I helped bring the talk back to the topic when needed.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Better Lunch Time What one change would make lunch time better for students, and why?	Group Project Rule What one rule would help group projects go more smoothly, and why?	Spirit Day Plan What should your school do for a spirit day that more students would enjoy, and why?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Question Scout Listen for ideas that need more details or reasons, then ask about one.	Topic Guide Notice when the talk drifts away from the question, then help the group return.	Idea Builder Connect one person's idea to another person's idea when you can.	Example Hunter Listen for claims that need an example, then invite the speaker to explain.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
DIG DEEPER “Can you say more about ____?”	DIG DEEPER “Can you say more about ____?”	ASK WHY “What makes you think ____?”	ASK WHY “What makes you think ____?”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
ADD ON “I want to add to ____ because ____.”	ADD ON “I want to add to ____ because ____.”	LINK BACK “This connects to our question because ____.”	REFOCUS “Let's get back to ____, so what do you think about ____?”

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 card sheets per team, retain one topic/role set, and combine the 16 Move cards. For three players deal 12 and set four aside. Use one topic per round. If participation is uneven, ask frequent speakers to wait until each member has contributed. Refocusing is needed only when talk drifts; permit trading an unneeded card for a relevant move rather than forcing an artificial interruption.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	I think lunch should be ten minutes longer because some students rush through their food.
Noah	What makes you think students need more time to eat?
Ava	I see students leave food on their trays because the bell is about to ring. Also, my new video game has a racing level.
Mia	Let's get back to making lunch time better, so what do you think about adding ten minutes?
Jay	I want to add to Ava's idea because extra time could help students finish eating instead of wasting food.

LISTEN FOR

- Questions that ask for details, examples, or reasons
- Responses that clearly connect to another speaker's idea
- Relevant observations from students' school experience
- Refocusing language that returns the group to the topic question

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