

# Ready Set Talk

*Prepare an idea, then help your group make a plan.*

**GRADE 5 • 5.P.CP.1.a**

**5.P.CP.1.a** "Arrive to group discussions and collaborative meetings prepared to be an active participant in the work. (I/C)"

NAME \_\_\_\_\_

DATE \_\_\_\_\_

## OUR GROUND RULES Read together first

**1** Come with one idea about the topic.

**2** Use each starter in a real way.

**3** Listen before you add your next thought.

**4** Make space for every player to speak.

## HOW TO PLAY Teams of 3 or 4

1. Choose a Topic Card. Before discussing it, silently prepare one idea and one reason.
2. Print two card sheets per team. Use one set of roles and topics; combine the Move Cards, shuffle, deal four per player, and set extras aside. Take different roles; leave one role aside in a group of three.
3. First, each person shares their prepared idea and reason. Then take turns using Move Cards naturally; finish each starter with a real thought before placing the card in the middle.
4. Keep listening, building, asking, and deciding until your group completes every part of the Topic Card task.
5. End after the topic task is complete and every dealt Move Card is in the middle. Check the reflection statements.

## AFTER THE ROUND Check what you did

- ☐ I arrived with an idea ready to share.
- ☐ I used my Move Cards when they fit our talk.
- ☐ I listened and added to someone else's idea.
- ☐ I helped my group finish the whole task.



**TOPIC CARDS** · pick one per round

| TOPIC                                                                                                             | TOPIC                                                                                                   | TOPIC                                                                                                 |
|-------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|
| <b>Rainy Recess</b><br>Choose one indoor recess activity. Make three rules that help everyone join and stay safe. | <b>Welcome Plan</b><br>Choose one way to welcome a new student. List three actions classmates can take. | <b>Clean School</b><br>Choose one area of the school to clean. Make three safe steps for the cleanup. |

**ROLE CARDS** · one per player

| ROLE                                                                                                       | ROLE                                                                                       | ROLE                                                                                                                           | ROLE                                                                                         |
|------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------|
| <b>Ready Ranger</b><br>Make sure each player shares an idea they prepared before the group makes a choice. | <b>Voice Scout</b><br>Notice who has not spoken and invite that player to share a thought. | <b>Card Coach</b><br>Check that a player completes the sentence starter meaningfully before placing a Move Card in the middle. | <b>Goal Guard</b><br>Track the topic task and make sure the group finishes every part of it. |

**MOVE CARDS** · deal 4 to each player

| MOVE CARD                                                    | MOVE CARD                                                          | MOVE CARD                                                              | MOVE CARD                                                           |
|--------------------------------------------------------------|--------------------------------------------------------------------|------------------------------------------------------------------------|---------------------------------------------------------------------|
| <b>SHARE IDEA</b><br>“I came ready with the idea that ____.” | <b>SHARE IDEA</b><br>“Before we started, I thought we could ____.” | <b>BUILD ON</b><br>“I want to add ____ to that idea.”                  | <b>BUILD ON</b><br>“That makes me think we should also ____.”       |
| MOVE CARD                                                    | MOVE CARD                                                          | MOVE CARD                                                              | MOVE CARD                                                           |
| <b>ASK INPUT</b><br>“What do you think about ____?”          | <b>ASK INPUT</b><br>“Can you explain why ____?”                    | <b>DECIDE TOGETHER</b><br>“Our group should choose ____ because ____.” | <b>DECIDE TOGETHER</b><br>“Let's make sure our plan includes ____.” |

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**

Give groups a topic before discussion and time to prepare independently. Use two copies of the eight Move Cards: 16 cards supply four each for four players, or 12 dealt and four set aside for three. Use one set of topic and role cards. Every learner first shares a prepared idea and reason, then plays cards meaningfully. The short model shows part of the later conversation, not every preparation turn or card. Listen for genuine contributions; invite quieter learners before another repeat turn.

**WHAT A STRONG ROUND SOUNDS LIKE**

|             |                                                                                                                 |
|-------------|-----------------------------------------------------------------------------------------------------------------|
| <b>Maya</b> | I came ready with the idea that we choose board games for indoor recess because they work indoors.              |
| <b>Noah</b> | I want to add a rule that everyone asks before joining a game.                                                  |
| <b>Lila</b> | That makes me think we should also use the game pieces carefully.                                               |
| <b>Omar</b> | Let's make sure our plan includes returning every game to its box.                                              |
| <b>Maya</b> | Our group should choose board games because they give everyone a chance to play, with the three rules we named. |

**LISTEN FOR**

- Prepared ideas and reasons shared before group decisions
- Students connecting new thoughts to earlier ideas
- Questions that invite another player into the work
- A group decision that completes every part of the topic task

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