

Ready, Set, Talk

Arrive prepared, then help your group build a plan.

GRADE 4 • 4.P.CP.1.a

4.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 Prepare before the group meeting.

2 Bring your notes and use them in the work.

3 Listen and respond to other ideas.

4 Give every member a chance to help.

HOW TO PLAY Teams of 3 or 4

1. Before meeting, the teacher assigns one Topic Card. Each child prepares notes on paper: an idea, a reason and a useful question. Bring the notes to the meeting.
2. Form groups of three or four. Print two card sheets per group. Use one set of Topic and Role Cards; one child takes two roles in a group of three.
3. Give each child four Move Cards: one Ready Idea, one Ask More, one Build On and one Check Plan. Set unused cards aside. The Ready Scout checks that everyone brought notes.
4. Take turns. First, each child uses notes to share an idea and reason. Then each asks a prepared question, listens to answers, builds on another idea and checks the plan. Play the matching cards as you use them.
5. Complete every part of the chosen topic together. Finish when everyone has used all four moves and can explain the group plan. If a question needs the teacher, ask and use the answer before finishing.

AFTER THE ROUND Check what you did

☐ I arrived with an idea, reason and question.

☐ I used my prepared notes in the group work.

☐ I asked a question and built on another idea.

☐ I helped complete and explain our plan.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Rainy Day Plan Plan a 20-minute indoor recess. Choose two activities and explain why they fit indoors. Decide how many minutes to spend on each; the times must total 20.	Classroom Helper Choose a classroom job that could help the room run better. Explain why it matters and plan how students can take turns doing it.	Kindness Week Plan one kind action your class could do for the school. Explain its benefit, list needed materials and decide who could help.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Ready Scout Before discussion begins, check that everyone has notes with an idea, reason and question.	Turn Keeper Invite every person to share prepared thinking and respond to others.	Question Coach Help the group answer useful questions or ask the teacher when needed.	Task Guide Check that the final plan includes every part of the chosen topic.

MOVE CARDS · deal 4 to each player

MOVE CARD READY IDEA “My notes suggest ____ because ____.”	MOVE CARD READY IDEA “I prepared the idea ____; my reason is ____.”	MOVE CARD ASK MORE “My prepared question is ____?”	MOVE CARD ASK MORE “Before meeting, I wondered ____?”
MOVE CARD BUILD ON “I can add to ____’s idea by ____.”	MOVE CARD BUILD ON “Your idea helps me think of ____.”	MOVE CARD CHECK PLAN “Our plan answers this part by ____.”	MOVE CARD CHECK PLAN “We still need to decide ____ to finish.”

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

Assign the topic before the group meeting and give children paper and preparation time to write an idea, reason and useful question. Check notes before discussion; offer more preparation time if needed. Print two card sheets per group: sixteen Move Cards. Deal one of each of the four kinds to every child; a three-person group uses twelve and sets four aside. Use one set of topics and roles. The sample is only an excerpt, not a whole round. Its teacher answer is fictional; groups must check their own supplies if needed. The rainy-day plan uses $12 + 8 = 20$ minutes and gives two indoor reasons. Accept other complete supported plans. Assess preparation and active contribution, not preference or speed of playing cards.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	My notes suggest drawing because we can stay seated. Could we also choose a quiet game?
Leo	I prepared a question about supplies. Do we have enough paper and pencils?
Zara	I checked with our teacher: we do. I want to add a word-guessing game after drawing.
Maya	We could draw for 12 minutes, then play the word game for 8 minutes.
Leo	That totals 20 minutes. Both work indoors because we stay seated and use quiet voices.

LISTEN FOR

- Every child arrives with prepared notes.
- Every child uses an idea and reason from preparation.
- Questions and responses contribute to the actual group task.
- Every child helps complete and explain a plan that answers the topic.

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