LESSON MAKER PRO

Talk Move Mix

Use what you know to build a group idea.

GRADE 3 · 3.SL.1

3.SL.1 "Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) on grade 3 topics and texts, building on others' ideas and expressing their own clearly. Come to discussions prepared..."

NAME _____ **DATE** _____

OUR GROUND RULES Read together first

1. Let each person finish speaking.
2. Stay with the TOPIC question.
3. Use kind words when you agree or disagree.
4. Leave a MOVE card unplayed if it does not fit.

HOW TO PLAY Teams of 3 or 4

1. Pick one TOPIC card. Before you talk, think of something you have seen or done that could help.
2. Take one ROLE card each. With three players, take the other three roles and share the Time Captain job.
3. Use two copies of the MOVE cards. Shuffle them and deal four to each player.
4. Start a 7-minute timer. Talk, and play a card when you truly use its sentence starter.
5. Stop when the timer rings, even if cards remain. Say what you agree on and what is still open. You may keep your first idea.

AFTER THE ROUND Check what you did

- [ ] I used something I remembered before the talk to explain an idea.
- [ ] I listened and made room for others to speak.
- [ ] I asked a question or linked my idea to someone else's idea.
- [ ] I can explain what our group agreed on or what is still open, and why I think what I think.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Playground Plans

How could classmates help more people join a game at recess?

TOPIC

Shared Supplies

How could classmates share supplies when several people need them?

TOPIC

Partner Turns

What could partners do when they both want to speak at once?

ROLE CARDS · one per player

ROLE

Memory Scout

Before the talk, ask everyone to think of a real example they know.

ROLE

Link Finder

Listen for connected ideas and invite someone to add to an earlier idea.

ROLE

Question Catcher

Ask for more detail when an idea is hard to understand.

ROLE

Time Captain

Watch the timer and invite anyone who has not spoken to share.

MOVE CARDS · deal 4 to each player

MOVE CARD

REMEMBER FIRST

"Before we talked, I remembered ____."

MOVE CARD

USE EXPERIENCE

"From my own experience, ____."

MOVE CARD

BUILD ON

"Building on your idea, I think ____."

MOVE CARD

MAKE CONNECTION

"That connects to your point because ____."

MOVE CARD

ASK MORE

"Could you tell me more about ____?"

MOVE CARD

CHECK MEANING

"What did you mean when you said ____?"

MOVE CARD

SUM UP

"Here is what we agree on or still see differently: ____."

MOVE CARD

SUGGEST STEP

"One step our group could try is ____."

Cards last longer on thick paper.

Talk Move Mix

RUNNING THE ROUNDS

Print two copies of the eight MOVE cards per group, then use a new TOPIC card for another 7-minute round. If participation is uneven, invite quieter students to share and ask frequent speakers to pause. Students may leave cards unplayed and may keep an idea when their experience still supports it.

WHAT A STRONG ROUND SOUNDS LIKE

Ali	Before we talked, I remembered when a new player had to wait to join tag. I think we should explain the rules first.
Bea	Could you tell me more about what made joining hard?
Ali	The new player did not know who was 'it,' so no one knew where to send them.
Cam	Building on your idea, I think we could explain the rules and invite the new player into the next round.
Bea	Here is what we agree on or still see differently: Ali and Cam both want to explain the rules, and we have not settled when the new player should join.

LISTEN FOR

- A student draws on a real example considered before the discussion.
- A question checks what a speaker meant or asks for useful detail.
- A comment names or clearly connects to an earlier idea.
- The group describes its ideas accurately without inventing agreement or disagreement.

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