LESSON MAKER PRO

Talk Moves Challenge

Use what you know to build a group idea.

GRADE 4 · 4.SL.1

4.SL.1 "Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) on grade 4 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 speaker finish.
2. Use real examples you remember.
3. Make room for everyone to speak.
4. It is okay to agree or leave a question open.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card. Take 30 seconds to recall a real example.
2. Take one ROLE card each. With three players, all three share the Idea Keeper job.
3. Shuffle two copies of the eight MOVE cards. Deal four cards to each player.
4. Set an eight-minute timer. Discuss the topic and do your role's job. Play a MOVE card when you truly use its starter.
5. Stop when time is up, even if cards are left. Check the reflection statements.

AFTER THE ROUND Check what you did

- [ ] I used something I knew before the discussion.
- [ ] I followed my role and made room for others.
- [ ] I asked, answered, or linked a question or idea to help the talk move forward.
- [ ] I can name the group's main ideas and explain my own view.

Cut along the dashed lines

TOPIC CARDS · pick one per round

TOPIC

Recess Game Plan

What plan could give everyone a fair chance to join a recess game?

TOPIC

Art Supply Plan

How could classmates share limited art supplies fairly during a project?

TOPIC

Poster Job Plan

How should a group divide jobs on a class poster so each person can contribute?

ROLE CARDS · one per player

ROLE

Example Finder

Share a real example you remember that helps the group think about the topic.

ROLE

Link Maker

Listen for chances to connect one person's idea to another's.

ROLE

Question Scout

Notice when a question could help the group understand an idea better.

ROLE

Idea Keeper

Keep track of the main ideas, including what the group agrees on and what remains open.

MOVE CARDS · deal 4 to each player

MOVE CARD

USE EXPERIENCE

"From what I have seen, ____."

MOVE CARD

RECALL EXAMPLE

"One time I noticed ____, which makes me think ____."

MOVE CARD

BUILD ON

"Building on ____'s idea, ____."

MOVE CARD

MAKE CONNECTION

"That connects to what ____ said because ____."

MOVE CARD

ASK MORE

"Can you explain how ____?"

MOVE CARD

ANSWER CLEARLY

"To answer ____'s question, ____."

MOVE CARD

NAME IDEAS

"So far, our main ideas are ____."

MOVE CARD

EXPLAIN VIEW

"After hearing ____, I think ____ because ____."

Cards last longer on thick paper.

Talk Moves Challenge

RUNNING THE ROUNDS

Run another round with a new topic and rotated roles if time allows. If a few students dominate, prompt the group to invite quieter members in without requiring anyone to play an inapplicable card. Accept a summary and reflection that report full agreement, an open difference, or an unchanged view supported by a reason.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	From what I have seen, kids sometimes wait a long time for four square, so a short line could help.
Ben	Building on Ava's idea, we could switch players after each round so the line moves.
Cora	Can you explain how someone who has not played gets a turn?
Ben	To answer Cora's question, new players could go ahead of anyone taking a second turn.
Ava	So far, our main ideas are giving new players the first turn and using a short line to show who is next.

LISTEN FOR

- Real experiences used to explain a suggestion
- Comments that name and build on a classmate's idea
- Specific questions followed by relevant answers
- Accurate summaries that leave room for agreement or open questions

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