

Talk Move Match

Listen, ask, and build ideas together.

GRADE 3 • TEKS 3.1.A

3.1.A "listen actively, ask relevant questions to clarify information, and make pertinent comments;"

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen until the speaker finishes.

2 Use a card only when it fits.

3 Ask about the group question.

4 Make comments that connect to an idea.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic Card and read the question aloud.
2. Each player takes one Role Card. Put extra Role Cards aside.
3. Shuffle two copies of the Move Cards. Deal four cards to each player.
4. Take turns talking. When you truly use a card's starter, place that card in the middle.
5. Keep talking until every player has played all four cards. Then check the reflection statements.

AFTER THE ROUND Check what you did

☐ I listened while others spoke.

☐ I asked a question to understand an idea.

☐ I asked a question that matched the topic.

☐ I made a comment that connected to an idea.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Indoor Recess What game or activity could our class choose for a 20-minute indoor recess, and why?	Classroom Helper What is one job students could do to keep our classroom neat, and how would it help?	Kind Lunch How can students help everyone feel included at lunch?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Question Keeper Notice whether questions help the group understand the topic, and point out a question that needs an answer.	Listening Detective Listen for an important idea and repeat it in your own words when it will help the group.	Topic Tracker Keep the group focused on the Topic Card question and point to it if the talk wanders.	Card Caller Watch for students using their sentence starters and make sure each used card goes into the middle.

MOVE CARDS · deal 4 to each player

MOVE CARD CLARIFY IDEA “Could you explain ____ a little more?”	MOVE CARD CLARIFY WORDS “What do you mean by ____?”	MOVE CARD CHECK CONNECTION “How does ____ connect to our question?”	MOVE CARD ASK WHY “What makes you think ____?”
MOVE CARD SUPPORT IDEA “I agree because ____.”	MOVE CARD DIFFERENT VIEW “I see it differently because ____.”	MOVE CARD ADD ON “Adding to that, we could ____.”	MOVE CARD CONNECT IDEA “That idea fits our question because ____.”

Print one card sheet per team. Cards last longer on thick paper.

RUNNING THE ROUNDS

Use one Topic Card for each round. For groups of 3 or 4, print and cut two copies of the Move Cards so every player can receive four cards. If participation is uneven, pause after a played card and have the Card Caller invite a student who has spoken less before the next turn.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	What makes you think drawing would be a good indoor recess choice?
Leo	What do you mean by good?
Mia	I mean it is quiet and students can choose what to draw.
Noah	Adding to that, we could set out puzzles.
Mia	I agree because puzzles give students another quiet choice.

LISTEN FOR

- Questions that ask for clearer meaning or more details
- Questions that connect directly to the topic question
- Comments that agree, add an idea, or give a different view with a reason
- Students responding to an idea they heard before sharing their own idea

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