

Team Talk Tactics

Use your voice to help your group work well.

GRADE 3 • TEKS 3.1.D

3.1.D "work collaboratively with others by following agreed-upon rules, norms, and protocols; and"

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Take turns speaking.

2 Listen without interrupting.

3 Use kind, helpful words.

4 Follow your role job.

HOW TO PLAY Teams of 3 or 4

1. Choose a topic card and read the question together.
2. Take one role card each. With three players, leave one role card out.
3. Use two copies of the move cards. Deal four move cards to each player.
4. Take turns talking about the topic. When you truly use a card's starter, place that card in the middle.
5. Keep following the ground rules until every player has played all four cards.

AFTER THE ROUND Check what you did

☐ I followed our group rules.

☐ I did my role job.

☐ I listened without interrupting.

☐ I used move cards to include and respond to others.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Fair Recess Your group is choosing one playground game for a class recess. How can everyone get a fair turn?	Shared Supplies Your table has one box of markers for four students. What rules will help everyone use the markers?	Quiet Corner Your group wants to make a quiet reading corner. What should it include, and what rules will help people use it?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Turn Tracker Make sure each person gets a chance to speak before someone speaks again.	Listening Scout Notice interruptions and give a kind reminder when needed.	Plan Packer Say the group's idea aloud when the group is ready to choose.	Rule Keeper Point to a ground rule when the group needs help following it.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BUILD AN IDEA "I want to add ____."	BUILD AN IDEA "I want to add ____."	INVITE A VOICE "What do you think, ____?"	INVITE A VOICE "What do you think, ____?"
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
CHECK MEANING "Do you mean ____?"	CHECK MEANING "Do you mean ____?"	NAME A RULE "Let's remember to ____."	NAME A RULE "Let's remember to ____."

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

RUNNING THE ROUNDS

Print two sets of move cards for each group so every player can receive four cards. The sample exchange uses the Fair Recess topic card. If one student is speaking much more than others, prompt the Turn Tracker to invite a classmate before that student speaks again.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	Let's remember to let one person talk at a time.
Noah	What do you think, Ava?
Ava	I want to add a timer so each team gets a turn.
Leo	Do you mean each team plays for five minutes?
Maya	I want to add that we can count off to make fair teams.

LISTEN FOR

- Students invite a quieter group member to speak.
- Students remind the group of a rule kindly.
- Students wait and respond to another speaker's idea.
- Students complete their role jobs without teacher prompts.

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