

Speak It Forward

Build a clear group presentation, one move at a time.

GRADE 5 • TEKS 5.1.C

5.1.C "give an organized presentation employing eye contact, speaking rate, volume, enunciation, natural gestures, and conventions of language to communicate ideas effectively; and"

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Use complete sentences and let each speaker finish.

2 Look at listeners, not only at your cards.

3 Use a clear room voice, careful words, and a steady pace.

4 Use natural gestures that match your words.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic Card and plan a group answer with several ideas.
2. Each player takes one Role Card. Use enough copies of the Move Cards to deal four cards to each player.
3. Take turns giving parts of your group presentation with eye contact, clear speech, and natural gestures.
4. When you genuinely use a Move Card starter, place that card in the middle.
5. Keep presenting until every dealt card is in the middle. Then complete the reflection.

AFTER THE ROUND Check what you did

☐ I looked at listeners instead of only at my cards.

☐ I used a steady rate, a clear volume, and careful enunciation.

☐ I used natural gestures that matched my ideas.

☐ I organized my ideas and used complete, correct sentences.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Recess Refresh What one change could make recess better for fifth graders, and why?	Classroom Calm What could students do to make the classroom a better place to learn?	Welcome Guide What should a new fifth grader know about having a successful school day?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Eye Scout Watch for eye contact and tap your own eyes when a speaker needs a reminder.	Pace Pilot Watch the speaking rate and show a flat hand if a speaker needs to slow down.	Voice Coach Listen for a room voice and clear words, then give a thumbs-up when you hear both.	Gesture Guide Watch for natural gestures that match the speaker's words and point to your hands when needed.

MOVE CARDS · deal 4 to each player

MOVE CARD MAIN POINT "Our group thinks ____."	MOVE CARD MAIN POINT "Our group thinks ____."	MOVE CARD FIRST IDEA "First, ____."	MOVE CARD NEXT IDEA "Next, ____."
MOVE CARD ADD REASON "Another reason is ____."	MOVE CARD ADD REASON "Another reason is ____."	MOVE CARD GIVE EXAMPLE "For example, ____."	MOVE CARD CLOSING THOUGHT "In the end, ____."

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

RUNNING THE ROUNDS

Print enough copies of the eight Move Cards so every player receives four, then set aside unused cards. Run one round per Topic Card and rotate roles for the next round. If one student dominates, pause after each played card and invite a player with more cards to speak next.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	(Looks at listeners.) Our group thinks students can make class better by helping everyone focus.
Diego	(Speaks slowly.) First, we can have our supplies ready before the lesson starts.
Mei	(Uses one hand to count.) Another reason is that fewer interruptions give us more time to learn.
Noah	(Looks up.) For example, we can sharpen pencils before class instead of during directions.
Ava	(Uses a calm room voice.) In the end, being prepared helps our class learn.

LISTEN FOR

- Organized ideas with a clear opening, details, and closing
- Eye contact with listeners during each speaking turn
- A steady rate, audible volume, and clearly pronounced words
- Natural gestures and complete, grammatically correct sentences

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