

Talk It Out

Use moves, notes, and shared thinking.

GRADE 6 • TEKS 6.1.D

6.1.D "participate in student-led discussions by eliciting and considering suggestions from other group members, taking notes, and identifying points of agreement and disagreement."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen fully before you respond.

2 Use the exact starter, then finish it honestly.

3 Let each person speak before you speak again.

4 Write ideas and compare views accurately.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic Card and read the question aloud.
2. Take roles. In a 3-player group, one player takes both Note Mapper and Common Ground.
3. Combine enough copied Move Card sets, shuffle them, and deal four cards to each player.
4. Discuss the topic. When you use a card's starter naturally, place it in the middle.
5. When all dealt cards are in the middle, read the notes and name one agreement and one disagreement.

AFTER THE ROUND Check what you did

☐ I asked for or listened to another person's idea.

☐ I considered a group member's suggestion before responding.

☐ I helped make sure our notes included suggestions.

☐ I accurately named an agreement and a disagreement.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Focused Classroom What two changes could help your class stay focused during independent work?	Recess Choices What one or two changes would make recess work better for more students?	Library Care How should students use the classroom library so it stays useful for everyone?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Idea Scout Ask group members for suggestions and make sure each idea gets heard.	Note Mapper Write each suggestion and its reason in short, clear notes.	Common Ground Use the notes to name what the group agrees and disagrees about.	Turn Keeper Track who has spoken and invite someone new to share an idea.

MOVE CARDS · deal 4 to each player

MOVE CARD ASK IDEAS “What do you think we should do about ____?”	MOVE CARD ASK IDEAS “What is another idea for ____?”	MOVE CARD SHARE SUGGESTION “I suggest we ____ because ____.”	MOVE CARD SHARE SUGGESTION “One idea is to ____ so that ____.”
MOVE CARD CONSIDER IDEA “I want to build on ____'s idea by ____.”	MOVE CARD TAKE NOTES “Let's put ____ in our notes.”	MOVE CARD FIND AGREEMENT “We agree that ____ because ____.”	MOVE CARD FIND DIFFERENCE “We disagree about ____ because I think ____, but ____ thinks ____.”

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

RUNNING THE ROUNDS

Run one short round with each topic, using enough copied Move Card sets for every student to receive four cards. If participation is uneven, have the Turn Keeper invite a quieter member before the frequent speaker uses another card, and make sure the Note Mapper and Common Ground jobs are both assigned in every group.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	What do you think we should do about recess activities?
Luis	I suggest we add a quiet game area because some students want a calmer choice.
Zoe	I want to build on Luis's idea by adding jump ropes too. I think both can fit in our recess space.
Maya	We disagree about adding both choices because I think we should choose one, but Zoe thinks we can fit both.
Luis	Let's put this in our notes: We agree that students need more recess choices.

LISTEN FOR

- Students invite a specific group member to share a suggestion.
- Students build on or accurately restate another student's idea.
- Notes capture suggestions and reasons, not just final choices.
- Agreement and disagreement statements name the actual positions being compared.

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