

Talk It Forward

Listen, build ideas, and make a group plan.

GRADE 6 • TEKS 6.1

6.1 "Developing and sustaining foundational language skills: listening, speaking, discussion, and thinking--oral language. The student develops oral language through listening, speaking, and discussion..."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen without interrupting.

2 Use a starter only when it fits.

3 Speak clearly enough for your group.

4 Play a card after you truly use it.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card. One player reads the question aloud.
2. Each player takes one ROLE card. Print two copies of the MOVE cards, shuffle them, and deal four cards to each player.
3. Discuss the topic. Do your role job while you listen and speak.
4. When you genuinely use a MOVE card starter, place that card in the middle. Keep your cards private until you use them.
5. When every dealt card is in the middle, share your group's position and plan aloud. Use clear words, eye contact, an appropriate volume, and natural gestures.

AFTER THE ROUND Check what you did

☐ I listened for meaning and asked or answered a clarifying question.

☐ I gave or followed a plan with several steps.

☐ I stated a clear position using understandable words, eye contact, and an appropriate volume.

☐ I invited ideas and helped identify agreements or disagreements.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Recess Refresh Choose one change that would make recess safer or more fun. State your position and make a three-step plan.	Classroom Comfort Choose one change that would help students learn comfortably in the classroom. State your position and make a three-step plan.	Spirit Day Choice Choose a theme for a school spirit day that most students could join. State your position and make a three-step plan.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Talk Captain Make sure each group member has a chance to share an idea before the group chooses a position.	Note Scout Write short notes about ideas, agreements, disagreements, and the final plan.	Step Keeper Listen for first, then, and finally in the plan, and ask for missing steps.	Presentation Pro Help the group organize its final share and watch for clear volume, eye contact, and understandable words.

MOVE CARDS · deal 4 to each player

MOVE CARD CLARIFY MEANING “To make sure I understand, do you mean ____?”	MOVE CARD CLARIFY DETAILS “Can you explain how ____ would work?”	MOVE CARD RESPOND AGREEMENT “I agree with ____ because ____.”	MOVE CARD RESPOND DIFFERENCE “I see it differently because ____.”
MOVE CARD INVITE IDEAS “What suggestion do you have for ____?”	MOVE CARD STATE POSITION “My position is ____ because ____.”	MOVE CARD GIVE STEPS “Our plan has these steps: first ____, then ____, and finally ____.”	MOVE CARD NOTE POINTS “I will write that we agree or disagree about ____.”

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

RUNNING THE ROUNDS

Run one topic round at a time, and require every player to use all four dealt cards before the final presentation. If participation is uneven, pause after each played card and have the Talk Captain invite a group member who has spoken less, while the Note Scout records the idea before discussion continues.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	My position is that we should add a quiet game area because some students want a calmer recess choice.
Jordan	To make sure I understand, do you mean an area for games like chess or cards?
Maya	I agree with chess or cards because they would give students a quiet activity.
Luis	What suggestion do you have for keeping the area organized?
Ava	Our plan has these steps: first choose a corner, then bring a game bin, and finally ask a teacher to explain the rules.

LISTEN FOR

- Clarifying questions that accurately refer to a speaker's idea
- Responses that build on or respectfully challenge another idea
- Clear first, then, and finally directions
- An organized position shared with eye contact, appropriate rate, volume, enunciation, and natural gestures

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