

Talk It Forward

Build ideas and improve them with useful feedback.

GRADE 7 • TEKS 7.1.D

7.1.D "engage in meaningful discourse and provide and accept constructive feedback from others."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak to ideas, not people.

2 Listen fully before you reply.

3 Give kind, specific feedback.

4 Respond thoughtfully to feedback.

HOW TO PLAY Teams of 3 or 4

1. Choose a topic card, read it, and take role cards.
2. Cut two copies of the move cards, shuffle them, and deal four to each player.
3. Discuss the topic. When you genuinely use a card's starter, play it in the middle.
4. Do your role job while you listen and respond to the group.
5. End the round when every dealt move card is in the middle. Check the reflection statements.

AFTER THE ROUND Check what you did

☐ I listened before I responded.

☐ I built on an idea respectfully.

☐ I gave feedback with a specific strength or change.

☐ I used feedback to revise or explain my thinking.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Phone Time What phone rule during the school day would be fair and useful? Make a recommendation and give two reasons.	Team Grades Should every member of a group project receive the same grade? Decide your recommendation and explain why.	Later Start Would a later school start time help students? Make a claim, then name one benefit and one concern.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Idea Keeper Listen for the group's strongest idea and restate it when the group needs focus.	Feedback Coach Watch for feedback that is kind, specific, and useful, then ask for more detail if needed.	Air Time Notice who has spoken and invite a quieter group member to share an idea.	Reason Finder Ask speakers to give an example, reason, or experience that supports their ideas.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BUILD ON "I want to build on ____ by adding ____."	BUILD ON "Your point about ____ makes me think ____."	NAME STRENGTH "One strong part of your idea is ____ because ____."	NAME STRENGTH "Your idea is clear when you ____."
SUGGEST REVISION "To make your idea stronger, you could ____."	SUGGEST REVISION "One change I suggest is ____."	ACCEPT FEEDBACK "I can use that feedback by ____."	ACCEPT FEEDBACK "I understand your feedback. I will ____."

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

RUNNING THE ROUNDS

Print two sets of the eight move cards so groups of four can each receive four cards. For groups of three, leave one role card out and set aside the extra move cards. If participation is uneven, have the Air Time player pause the discussion and invite a student who has not yet played a card.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I want to build on the idea of a fair phone rule by adding that phones can be used at lunch.
Jordan	One strong part of your idea is allowing lunch use because students can check messages during free time.
Leo	To make your idea stronger, you could explain when phones must stay away.
Maya	I can use that feedback by adding that phones stay put away during class and while walking.
Ava	Your point about keeping phones away while walking makes me think the rule should include a reminder before lunch ends.

LISTEN FOR

- Students name a specific idea before responding.
- Feedback includes a clear strength, reason, or usable change.
- Students respond to feedback by revising, clarifying, or explaining.
- Different speakers build a shared recommendation.

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