

Speak It Forward

Build a case with stories, comparisons, and clear delivery.

GRADE 8 • TEKS 8.1.C

8.1.C “advocate a position using anecdotes, analogies, and/or illustrations employing eye contact, speaking rate, volume, enunciation, a variety of natural gestures, and conventions of language to communicate ideas effectively; and”

NAME _____

DATE _____

OUR GROUND RULES

Read together first

1 Listen without interrupting, then respond to an idea.

2 Use a clear voice, clear words, and a steady pace.

3 Look at the group and use natural gestures.

4 Use complete, respectful sentences and play a card only after using it.

HOW TO PLAY

Teams of 3 or 4

1. Pick a Topic card and decide what position you want to advocate.
2. Each player takes a different Role card and reads the job.
3. Use enough copies of the Move cards to deal four cards to each player.
4. Take turns using one card starter to support or challenge a position, then place that card in the middle.
5. Keep going until every dealt card is in the middle, then complete the reflection.

AFTER THE ROUND

Check what you did

☐ I stated a clear position.

☐ I used an anecdote, analogy, or illustration to support an idea.

☐ I used eye contact, a clear voice, and a steady pace.

☐ I used natural gestures and complete sentences as I spoke.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Lunch Phone Use Should students be allowed to use phones during lunch?	Outdoor Breaks Should students have a short outdoor break between long class periods?	Monthly Spirit Days Should the school hold a themed spirit day every month?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Eye Scout Watch for eye contact and ask a speaker to repeat one key phrase while looking up.	Pace Pilot Notice when speakers rush or trail off and signal when they should slow down or finish clearly.	Voice Coach Listen for enough volume and clear enunciation, then ask for one unclear word to be said again.	Gesture Guide Notice natural gestures and complete language, then name one effective choice after each turn.

MOVE CARDS · deal 4 to each player

MOVE CARD TAKE A STAND “My position is that ____ because ____.”	MOVE CARD TAKE A STAND “I think our group should support ____ because ____.”	MOVE CARD SHARE A MOMENT “I remember when ____, and that showed me ____.”	MOVE CARD SHARE A MOMENT “One time I noticed ____, which is why ____.”
MOVE CARD MAKE COMPARISON “____ is like ____ because ____.”	MOVE CARD MAKE COMPARISON “Think of ____ as ____, since ____.”	MOVE CARD PAINT A SCENE “Picture ____, then notice ____.”	MOVE CARD PAINT A SCENE “If we chose ____, we could see ____.”

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

RUNNING THE ROUNDS

Print enough Move card copies so every player receives four cards, and leave one Role card out in a three-player group. Run a round for each Topic card, allowing students to advocate different positions as long as they support them with the card moves. If participation is uneven, give the quieter student first choice of a Move card and have role holders invite that student to speak without supplying an idea.

WHAT A STRONG ROUND SOUNDS LIKE

Ana	My position is that students should be allowed to use phones during lunch because lunch is a break from class. [Makes eye contact and speaks at a steady pace.]
Jamal	I remember when I needed to text my ride during lunch, and that showed me phones can help students handle plans. [Uses clear words and a small hand gesture.]
Mia	A lunch phone rule is like a library rule because both can give people freedom while setting limits. [Speaks loudly enough for the group to hear.]
Eli	Picture a student who needs to tell a parent about a schedule change, then notice how a phone could solve the problem quickly. [Pauses briefly before the key point.]
Ana	I think our group should support phone use during lunch because students can use it responsibly. [Looks around the group and uses an open-hand gesture.]

LISTEN FOR

- A clear position supported with a specific reason
- Personal anecdotes that connect directly to the position
- Analogies or illustrations that make an idea easier to understand
- Eye contact, audible volume, clear enunciation, steady rate, and natural gestures

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