

Talk Tactics Deck

Use purposeful moves to build one group solution.

GRADE 10 • 10.C.1

10.C.1 "Communication, Listening, and Collaboration Facilitate and contribute to a range of sustained collaborative discussions with diverse partners on grade ten topics and texts..."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Set a shared goal and a time limit before you begin.

2 Speak one at a time and listen without interrupting.

3 Use specific examples, and do not invent facts.

4 Make space for every voice before making a decision.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and agree on the group goal and deadline.
2. Each player takes one Role card and reads the job aloud.
3. Cut out two sets of Move cards, shuffle them, and deal four to each player.
4. When you genuinely use a card's starter, place that card in the middle.
5. When every dealt card is played, use the roles to summarize your decision and complete the reflection.

AFTER THE ROUND Check what you did

☐ I listened actively and built on another person's idea.

☐ I used a specific, accurate example and responded respectfully to a different view.

☐ I helped every member contribute and summarized agreement or disagreement.

☐ I helped set a clear goal, deadline, or job.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Better Lunches Your group can change one part of the school lunch experience. Decide on a realistic change and outline a 3-minute presentation that explains it.	Phone Balance Create a fair classroom phone-use guideline that protects learning and allows reasonable exceptions. Prepare a 3-minute presentation.	Freshman Welcome Plan a low-cost first-week activity that helps new students feel included. Prepare a 3-minute presentation.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Voice Scout Notice who has not spoken, and invite that person to share an idea before the group decides.	Evidence Editor Ask the group to use specific, accurate examples and to check information it is unsure about.	Plan Keeper Help the group name a clear goal, deadline, and jobs for completing the task.	Common Ground Track agreements and disagreements, then summarize them before the group makes a decision.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
INVITE VOICE “____, what is your view on ____?”	INVITE VOICE “We have not heard from ____ yet. What do you think about ____?”	USE EVIDENCE “One specific example from our experience is ____.”	USE EVIDENCE “To make sure this detail is accurate, we can check ____.”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BUILD IDEA “I want to build on ____'s idea by ____.”	RESPECTFUL CHALLENGE “I see ____ differently because ____.”	SET A PLAN “Our goal is ____, and ____ will finish ____ by ____.”	SUMMARIZE VIEWS “We agree that ____, but we still disagree about ____.”

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

RUNNING THE ROUNDS

Print two sets of Move cards so each group of three or four can receive four cards per player. Run each round for 8 to 12 minutes, then collect the reflection statements as evidence of participation. If participation is uneven, pause the group, have the Voice Scout name whose ideas are missing, and give that student the next speaking turn.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	Our goal is a fair classroom phone guideline, and Carlos will finish our first draft by 12:10.
Carlos	One specific example from our experience is receiving a family pickup change during the school day.
Jen	I see a total phone ban differently because a teacher-approved exception could protect learning and communication.
Maya	Ravi, what is your view on a teacher-approved exception?
Ravi	We agree that learning needs protection, but we still disagree about when an exception should be allowed.

LISTEN FOR

- Specific invitations that bring quieter members into the discussion
- Claims supported by accurate examples instead of invented facts
- Respectful disagreement that gives a reason and addresses an idea
- Clear summaries of agreement, disagreement, next steps, roles, and deadlines

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