

Design Talk Deck

Build a presentation plan through purposeful discussion.

GRADE 12 • 12.C.1.A.iv

12.C.1.A.iv "Facilitate and contribute to a range of sustained collaborative discussions with diverse partners on grade twelve topics and texts. This includes: Selecting and applying multimodal tools to design and develop presentation content..."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Build one shared presentation plan.

2 Play a Move card only after you use its starter naturally.

3 Name a tool or mode when you make a design choice.

4 Make space for every player to speak.

HOW TO PLAY Teams of 3 or 4

1. Put one Topic card faceup and read the task together.
2. Each player takes one Role card and reads the job aloud.
3. Deal four Move cards to each player, making duplicate copies of the eight cards if needed.
4. Plan the presentation. When you genuinely use a card's starter, place that card in the middle.
5. When all cards are in the middle, agree on a purpose, audience, and multimodal presentation plan.

AFTER THE ROUND Check what you did

☐ I helped name a clear purpose for our presentation.

☐ I considered what our specific audience needs.

☐ I suggested a tool or mode that fit our purpose.

☐ I explained how presentation choices could help an audience understand our idea.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Phone-Free Lunch Design a three-minute multimodal presentation for school leaders that recommends whether the school should create optional phone-free lunch areas. Choose the slides, media, or audience interaction you would use.	AI Study Rules Design a three-minute multimodal presentation for teachers that recommends fair rules for using generative AI on homework. Choose the slides, media, or audience interaction you would use.	Later Start Time Design a three-minute multimodal presentation for the school board that recommends keeping or changing the current school start time. Choose the slides, media, or audience interaction you would use.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Purpose Keeper Keep the group focused on what the presentation should help the audience think, feel, or do.	Tool Scout Suggest digital or nondigital tools and explain why each one fits the task.	Design Editor Check that the planned slides, images, audio, and text will be clear and easy to follow.	Audience Lens Ask what the specific audience needs to know before it can respond to the group's recommendation.

MOVE CARDS · deal 4 to each player

MOVE CARD PURPOSE FOCUS “Our purpose is to ____.”	MOVE CARD PURPOSE FOCUS “To meet our purpose, we need the audience to ____.”	MOVE CARD AUDIENCE CHECK “Our audience needs to understand ____ before we ask them to ____.”	MOVE CARD AUDIENCE CHECK “Because we are speaking to ____, we should ____.”
MOVE CARD TOOL CHOICE “A ____ would work better than ____ because ____.”	MOVE CARD TOOL CHOICE “We should use ____ to help the audience ____.”	MOVE CARD MODE PAIRING “We could pair ____ with ____ so the audience can ____.”	MOVE CARD MODE PAIRING “Instead of adding more text, we could use ____ to show ____.”

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

RUNNING THE ROUNDS

Print enough Move card sets so each participant receives four cards, and expect duplicate cards in a round. Circulate for genuine use of each starter, not simply reading a card. If participation is uneven, pause the group and ask the Role card holders to invite a design choice from a player who has spoken less.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	Our purpose is to help students see why phone-free lunch areas could improve conversation.
Eli	Our audience needs to understand that the areas would be optional before we ask them to support the plan.
Noor	A short student interview video would work better than a long text quote because hearing classmates could make the idea feel real.
Jalen	We could pair a simple map of the lunchroom with the interview clip so the audience can picture where the areas would be.
Maya	A one-question poll would work better than a second video because it lets the audience respond before our conclusion.

LISTEN FOR

- A specific purpose and audience are named
- Tool choices are justified by purpose
- Visual, audio, text, or interaction choices work together
- Students build directly on one another's design ideas

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