

Talk Move Challenge

Use listening moves to build a group discussion.

GRADE 3 • 3.C.1

3.C.1 "Communication, Listening, and Collaboration Participate in a range of collaborative discussions (one-on-one, in groups, and teacher-led) on grade three topics and texts..."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen while one person speaks.

2 Use kind words and calm voices.

3 Connect your comment to an idea already shared.

4 Make sure each person gets a turn.

HOW TO PLAY Teams of 3 or 4

1. Choose a Topic Card, give each player a Role Card, and read the question.
2. Copy the Move Cards as needed, shuffle them, and deal four cards to each player.
3. Take turns sharing an idea, asking a question, or responding to someone's idea.
4. When you genuinely use a card's starter, place that card in the middle.
5. Keep discussing until every dealt card is in the middle, then complete the reflection.

AFTER THE ROUND Check what you did

☐ I listened while others were speaking.

☐ I shared my idea clearly.

☐ I asked or answered a question to learn more.

☐ I connected my comment to someone else's idea.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Rainy-Day Recess What two activities should our class offer for rainy-day recess, and why?	Classroom Jobs Which classroom job is most important, and how does it help our class?	Lunchroom Choices What could students do to make the lunchroom a kinder place?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Listening Eagle Watch for speakers who are being listened to, and remind the group to take turns if needed.	Idea Linker Listen for comments that connect to another person's idea.	Question Scout Notice when the group needs a question to learn more or check an idea.	Turn Tracker Watch who has spoken, and invite a quiet group member to share.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
SHARE IDEA "My idea is ____ because ____."	SHARE DETAIL "I think ____ would help because ____."	ASK MORE "Can you tell more about ____?"	CHECK IDEA "Do you mean ____?"
ADD ON "I want to add to ____'s idea: ____."	MAKE CONNECTION "That connects to ____'s idea because ____."	AGREE CLEARLY "I agree with ____ because ____."	SEE DIFFERENTLY "I see it differently because ____."

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

RUNNING THE ROUNDS

For groups of three or four, duplicate the Move Card sheet so every player can receive four cards. Run a new round with a different topic and rotate roles. If one student is not participating, have the Turn Tracker invite that student to use one card before other students use another card.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	My idea is to have puzzle tables because partners can solve a puzzle together.
Noah	Can you tell more about how puzzle tables would help students?
Mia	I think puzzle tables would help because students can work with a partner.
Ava	I want to add to Mia's idea: we could also have a building table.
Noah	That connects to Ava's idea because both tables let students work with a partner.

LISTEN FOR

- Students name a classmate's idea before adding their own.
- Students ask questions that get more information or check meaning.
- Students give a reason for an idea or response.
- Students take turns and invite classmates into the discussion.

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