

Talk, Link, Share

Use your ideas to build a group plan.

GRADE 3 • 3.C

3.C "The student will develop effective oral communication and collaboration skills to build a community of learners that process, understand, and interpret content together. Communication, Listening..."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen while one person speaks.

2 Use a kind, clear voice.

3 Link your idea to someone else's idea.

4 Make sure everyone gets a turn.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and read the task together.
2. Each player takes one Role card. Use two copies of the Move cards, then deal four cards to each player.
3. Talk about the topic and make the visual item the card asks for.
4. When you truly use a Move card starter, place that card in the middle.
5. When every player has played all four cards, give your short group report.

AFTER THE ROUND Check what you did

☐ I listened and responded to another person's idea.

☐ I asked or answered a question to make our plan clearer.

☐ I used a clear voice and took turns speaking.

☐ I helped make a visual that matched our report.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Recess Game Choose a recess game that everyone can join. Make a small poster with a title, a picture, and two rules, then report your plan.	Kindness Plan How can your class help a new student feel welcome? Make a three-part picture plan with labels, then report it.	Rainy Day Choose three quiet activities for an indoor recess. Make a labeled chart that shows the activities, then report why they fit.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Turn Guide Make sure each player speaks once before someone speaks again.	Listening Lens Name one idea you heard from a group member before you share your own idea.	Detail Scout Ask the group to add useful details that make the plan clear.	Presentation Coach Help the group choose clear labels and practice a clear voice and steady pace.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BUILD ON “I want to add that ____.”	BUILD ON “I agree with that idea because ____.”	ASK MORE “Can you tell more about ____?”	ASK MORE “How would ____ work?”
MAKE LINK “That connects to our plan because ____.”	CHECK MEANING “Do you mean that ____?”	ADD DETAIL “One useful detail we should include is ____.”	SUM UP “So far, our group thinks ____.”

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

RUNNING THE ROUNDS

Print two copies of the eight Move cards for each group of four. For groups of three, deal four cards to each player and leave four cards unused. If one student is speaking too often or too little, pause the round, have the Turn Guide name whose turn is next, and restart with that student using a Move card.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I think we should choose four-square because four people can play at one time.
Eli	Can you tell more about how other people can join?
Noah	I want to add that we can make a waiting line, so new players get a turn.
Sofia	That connects to our plan because a waiting line helps everyone join fairly.
Maya	So far, our group thinks four-square with a waiting line is a game everyone can play. Our poster will show the court and the line.

LISTEN FOR

- Students refer to a specific idea another student shared.
- Students ask questions that get needed details or check meaning.
- Students explain how an idea connects to the group plan.
- Students use clear voices, take turns, and include a matching visual.

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