

Talk It Forward

Use moves that keep every discussion going.

GRADE 4 • 4.C.1.A.v

4.C.1.A.v "Participate in a range of sustained collaborative discussions with diverse partners on grade four topics and texts. This includes: Actively engaging throughout the collaboration"

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen while one person speaks.

2 Use a move card only when you mean it.

3 Respond to ideas, not just your own thoughts.

4 Help every player use all four cards.

HOW TO PLAY Teams of 3 or 4

1. Choose one topic card for your group.
2. Each player takes one role card. Use only the roles your group needs.
3. Print enough move card sets so each player can be dealt four move cards.
4. Discuss the topic. When you truly use a card's sentence starter, place that card in the middle.
5. Keep the discussion going until every player has played all four cards.

AFTER THE ROUND Check what you did

☐ I used my move cards to keep the talk going.

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

☐ I asked or answered a question about the topic.

☐ I helped make space for each person to speak.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Indoor Recess Your class has 20 minutes of indoor recess. What plan would be fun, safe, and fair for everyone?	New Helper Job Your class can add one new classroom helper job. Which job should it add, and what should that person do?	Library Book Choice Your class has room for one new kind of book in the classroom library. What kind should it be, and why?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Talk Tracker Notice who has spoken, and invite someone who has not shared an idea.	Question Keeper Listen for ideas that need more details, and ask a question about them.	Link Maker Point out ideas that connect, and help the group build on them.	Goal Guide Keep the group focused on the topic, and help name the group's best ideas.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
SHARE IDEA “I think ____ because ____.”	SHARE IDEA “One idea I have is ____.”	BUILD IDEA “I want to add ____.”	BUILD IDEA “That makes me think ____.”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
ASK MORE “Can you tell more about ____?”	ASK MORE “What could happen if ____?”	CONNECT IDEAS “____ connects to ____ because ____.”	INVITE VOICE “What do you think, ____?”

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

RUNNING THE ROUNDS

For each round, assign the available roles, choose one topic card, and provide enough printed move cards for every player to receive four cards. If participation is uneven, have the Talk Tracker invite a quieter student and ask frequent speakers to listen until another player uses a card.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I think our plan should include choices because classmates like different activities.
Luis	Can you tell more about choices?
Ava	I want to add a puzzle table.
Noah	A puzzle table connects to choices because it gives another activity.
Maya	What do you think, Luis?

LISTEN FOR

- Students use a starter to respond directly to a classmate's idea.
- Students ask follow-up questions that keep the same topic going.
- Students connect two ideas and explain the connection.
- Students invite quieter group members into the discussion.

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