

Speak and Play

Build an organized talk that gets listeners involved.

GRADE 4 • 4.C.2.A.iv

4.C.2.A.iv "Report orally on a topic or text, tell a story, or recount an experience in an organized manner. This includes: Encouraging audience participation through planned interactions (e.g., questioning, discussion, gathered responses...)"

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Take turns speaking.

2 Wait for answers after a question.

3 Use safe, small movements.

4 Play a card only after you truly use its starter.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card for your group.
2. Each player takes one different Role card.
3. Shuffle copies of the Move cards and deal four cards to each player.
4. Use a card starter when it fits your group talk, then play that card in the middle.
5. End the round when every card is in the middle, then complete the reflection.

AFTER THE ROUND Check what you did

☐ I organized my ideas with first, next, or finally.

☐ I asked listeners to join our talk.

☐ I listened for and shared a response.

☐ I used or supported a safe movement.


TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Recess Game Plan Explain how to play a recess game in order. Include a question, a gathered response, and a safe movement.	Lost and Found Tell a real or made-up story about finding a lost item. Use a beginning, middle, and ending, then include a question, a gathered response, and a safe movement.	Classroom Job Report Give a short report about a classroom job that helps everyone. Organize your ideas, then include a question, a gathered response, and a safe movement.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Plan Keeper Listen for a clear first, next, and finally idea, and point out any missing part.	Question Captain Make sure the group asks a planned question and waits for an answer.	Response Reporter Listen for an answer and make sure the group shares what it heard.	Motion Guide Choose a safe, simple movement for listeners to do during the talk.

MOVE CARDS · deal 4 to each player

MOVE CARD START CLEARLY “First, our topic is ____.”	MOVE CARD ADD NEXT “Next, ____.”	MOVE CARD CLOSE CLEARLY “Finally, ____.”	MOVE CARD ASK A QUESTION “Who has experience with ____?”
MOVE CARD ASK FOR IDEAS “What do you think we should do about ____?”	MOVE CARD SHARE RESPONSE “I heard that ____.”	MOVE CARD REPORT RESPONSES “Our group learned that ____.”	MOVE CARD INVITE MOVEMENT “Please show ____ by ____.”

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

RUNNING THE ROUNDS

Give each group one topic, one of each role, and four Move cards per player from duplicated card sets. Let students repeat or rephrase ideas as needed, but a card enters the middle only after its starter is used meaningfully. If participation is uneven, pause for wait time and have the Question Captain invite a quieter group member before redistributing unplayed cards.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	First, our topic is a passing game for recess.
Noah	What do you think we should do about choosing teams?
Mia	I heard that we should choose teams fairly.
Leo	Next, please show a ready position by standing with your hands at your sides.
Ava	Finally, each team passes the ball to every player and counts the passes.

LISTEN FOR

- A clear first, next, and finally sequence
- A planned question with time for listeners to respond
- An accurate restatement of a gathered response
- A safe movement invitation connected to the topic

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