

Talk It Through

Use respectful words to agree, disagree, and build ideas.

GRADE 5 • 5.C.1.A.ii

5.C.1.A.ii "Prepare for and participate in a range of sustained collaborative discussions with diverse partners on grade five topics and texts. This includes: Respectfully demonstrating agreement or disagreement with others' ideas."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen before you reply.

2 Speak one at a time.

3 Disagree with ideas, not people.

4 Use a reason for your view.

HOW TO PLAY Teams of 3 or 4

1. Form a group of 3 or 4 and choose one TOPIC card.
2. Each player takes one ROLE card and reads the job aloud.
3. Deal each player one agreement card, one disagreement card, one question card, and one build card.
Print extra copies so every player gets this set.
4. Take turns discussing the topic. When you genuinely use a card starter as a real reply, place that card in the middle.
5. End the round when every dealt card is in the middle. Check the reflection statements together.

AFTER THE ROUND Check what you did

☐ I used respectful words to agree with an idea.

☐ I used respectful words to disagree with an idea.

☐ I gave a reason for my opinion.

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

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Classroom Seats How should our class choose seats for a new month, and what needs should the plan meet?	Recess Choice Which new recess choice should the school try first, and why?	Spirit Day Plan How should our class plan a spirit day that many students can join?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Respect Scout Listen for respectful agreement and disagreement, and point to a played card when you hear it.	Reason Ranger Listen for a reason after each opinion, and ask for one if you do not hear it.	Turn Keeper Notice who has not spoken, and invite that person to share an idea.	Link Leader Ask speakers to connect their idea to something a classmate said.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
AGREE CLEARLY “I agree with ____ because ____.”	AGREE AND ADD “I agree with ____, and I would add ____.”	RESPECTFUL DISAGREE “I respectfully disagree with ____ because ____.”	DIFFERENT VIEW “I see it differently because ____.”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
ASK WHY “What makes you think ____?”	ASK MORE “Can you explain why ____?”	BUILD ON “Building on ____'s idea, we could ____.”	IMPROVE IDEA “Another way to make that idea work is ____.”

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

RUNNING THE ROUNDS

Before each round, make enough copies so every player receives a four-card hand with one agreement, one disagreement, one question, and one build card. Let groups discuss until all dealt cards are in the middle, then use the reflection before starting a new topic. If one student plays cards quickly, have the Turn Keeper pause that student after two plays until a quieter player has a chance to respond.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	I think our group should suggest table seats because we can work with different classmates.
Ben	I agree with Ava because table seats make it easier to share supplies.
Cleo	I see it differently because some students focus better with a quieter spot.
Diego	What makes you think a quieter spot would help everyone?
Cleo	Building on Diego's question, we could choose table seats and add one quiet work table.

LISTEN FOR

- "I agree with ... because ..." followed by a real reason
- "I respectfully disagree ..." focused on an idea, not a person
- Questions that help a speaker explain a view
- Replies that connect to and extend a classmate's idea

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