

Talk Move Mission

Use questions and ideas to move a group talk forward.

GRADE 5 • 5.C.1.A.iii

5.C.1.A.iii "Prepare for and participate in a range of sustained collaborative discussions with diverse partners on grade five topics and texts. This includes: Asking and answering relevant questions to build on others' ideas, clarify ideas..."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen without interrupting.

2 Use a Move Card only when it fits.

3 Ask about the topic.

4 Make room for every voice.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic Card and read its question aloud.
2. Each player takes a different Role Card.
3. Use two copies of the Move Cards. Deal four cards to each player.
4. Discuss the topic. When you use a card's starter, place that card in the middle.
5. Keep talking until every player has played all four cards. Then complete the reflection.

AFTER THE ROUND Check what you did

☐ I asked a question that fit our topic.

☐ I answered or explained an idea clearly.

☐ I built on another person's idea.

☐ I asked to clarify or confirm information.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Better Recess What plan could make recess more enjoyable and fair for everyone?	Less Lunch Waste What could our class do to waste less food and packaging at lunch?	New Student Welcome What would help a new student feel included during the first week?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Question Scout Listen for a point that needs a relevant question, and point to it when you notice one.	Clarity Captain Notice unclear words or plans, and ask the group to explain them.	Link Maker Notice when two ideas fit together, and name the connection.	Info Scout Listen for information the group needs, and ask someone to confirm it.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
ASK DETAIL “Can you tell more about ____?”	ASK DETAIL “What makes you think ____?”	CLARIFY MEANING “When you say ____, do you mean ____?”	CLARIFY MEANING “Could you explain how ____ would work?”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BUILD ON “I want to add to ____ because ____.”	BUILD ON “Building on ____'s idea, we could ____.”	CONFIRM INFO “Can someone confirm whether ____?”	CONFIRM INFO “So, we agree that ____, right?”

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

RUNNING THE ROUNDS

For groups of three or four, print two Move Card sets and deal four cards to each player. If participation is uneven, pause after a card is played and ask a player with fewer cards in the middle to respond next. Remind students to play a card only after its starter genuinely fits the discussion.

WHAT A STRONG ROUND SOUNDS LIKE

Jordan	I think our class should use a sign-out box for jump ropes.
Ava	Could you explain how the sign-out box would work?
Lena	Building on Jordan's idea, we could have each student write a name before taking a rope.
Kai	When you say sign-out, do you mean students write their names on a list?
Ava	So, we agree that a sign-out list could help everyone get a turn, right?

LISTEN FOR

- Relevant follow-up questions tied to a classmate's idea
- Requests to explain unclear words or plans
- Comments that name and extend a previous idea
- Questions that confirm group information or agreement

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