

Talk Move Challenge

Use thoughtful moves to build a group conclusion.

GRADE 5 • 5.C.1

5.C.1 "Communication, Listening, and Collaboration Prepare for and participate in a range of sustained collaborative discussions with diverse partners on grade five topics and texts..."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen fully before you respond.

2 Take turns and do not interrupt.

3 Use kind words when you agree or disagree.

4 Invite a quiet group member to share.

HOW TO PLAY Teams of 3 or 4

1. Choose a Topic card and read its question together.
2. Take Role cards. In a group of three, one player takes two jobs.
3. Shuffle enough Move card copies to deal four cards to each player.
4. Take turns speaking. Play a Move card only when its starter fits your real thought. Set aside a card that does not fit and draw a replacement.
5. End when each player has played three authentic Move cards and the Summary Star shares the group conclusion.

AFTER THE ROUND Check what you did

☐ I listened without interrupting and followed our discussion rules.

☐ I asked or answered a question that made an idea clearer.

☐ I agreed or disagreed respectfully and gave a reason.

☐ I completed my role and helped the group form a conclusion.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Fair Group Work Which one class rule would make group work fairer, and why should we try it first?	Less Classroom Waste Which one change should our class try first to make less waste, and why?	Better Lunch Time What one change would make lunch time better for students, and why?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Rule Ranger Watch the discussion rules and give a polite reminder when the group forgets one.	Question Scout Notice when an idea needs a question, and make sure questions get answered.	Detail Detective Listen for reasons and examples, and ask the group to add a detail when needed.	Summary Star Listen for the main idea and reasons, then share the group conclusion at the end.

MOVE CARDS · deal 4 to each player

MOVE CARD SHARE REASON “I think ____ because ____.”	MOVE CARD GIVE EXAMPLE “An example from school is ____, so ____.”	MOVE CARD ASK CLEARLY “Can you explain what you mean by ____?”	MOVE CARD ASK EVIDENCE “What makes you think ____?”
MOVE CARD BUILD ON “I want to add ____ to that idea.”	MOVE CARD AGREE RESPECTFULLY “I agree with ____ because ____.”	MOVE CARD DISAGREE RESPECTFULLY “I see it differently because ____.”	MOVE CARD SUM IT UP “To sum up, we think ____ because ____.”

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

RUNNING THE ROUNDS

Print enough Move card copies so each player receives four cards and there is a small draw pile. End a round after each student makes three authentic moves, with unused cards set aside, and ask the Summary Star to report the conclusion. If one student dominates, have the Rule Ranger pause the discussion and invite a group member who has spoken less to use the next fitting card.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	I think we should put a paper-reuse tray by the printer because many pages are printed on only one side.
Omar	What makes you think students would use the tray?
Mia	An example from school is that I used the back of an old worksheet for math yesterday, so I think students would use the tray.
Ava	I agree with Mia because a tray by the printer would be easy to reach.
Omar	To sum up, we think a paper-reuse tray should be tried first because we notice single-sided paper being thrown away.

LISTEN FOR

- Questions that clarify or ask for reasons
- Answers supported by examples or details
- Respectful agreement or disagreement with a reason
- A conclusion that names the main idea and supporting reasons

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