

Talk Moves Challenge

Plan audience interaction as you share an idea.

GRADE 5 • 5.C.2.A.v

5.C.2.A.v "Report orally on a topic or text or present an opinion in an organized manner. This includes: Encouraging audience participation through planned interactions (e.g., questioning, discussion, gathering responses, and movement)."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak one at a time.

2 Use the whole starter before you play a card.

3 Listen and respond to the speaker.

4 Keep your ideas on the topic.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and read the group question.
2. Each player takes one different Role card.
3. Use two sets of Move cards. Deal four Move cards to each player.
4. Talk about the topic. When you truly use a card starter, place that card in the middle.
5. Keep going until every dealt Move card is in the middle. Then check the reflection.

AFTER THE ROUND Check what you did

☐ I asked others to share an idea or vote.

☐ I listened to an answer and used it in our talk.

☐ I asked a question that helped someone explain more.

☐ I helped share our idea in a clear order.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Recess Choice What one change would make recess better for more students?	New Class Job What class job should be added, and why would it help the class?	Kinder Lunchroom What could students do to make the lunchroom calmer and kinder?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Talk Guide Watch that the group stays on the question and shares its idea in a clear order.	Audience Inviter Watch that the group asks classmates for ideas, votes, or reasons.	Response Catcher Listen for answers from others and help the group use what it hears.	Turn Keeper Watch that each group member gets chances to speak and play cards.

MOVE CARDS · deal 4 to each player

MOVE CARD INVITE IDEAS “What do you think about ____?”	MOVE CARD INVITE IDEAS “Who has an idea about ____?”	MOVE CARD QUICK POLL “Show thumbs up if ____.”	MOVE CARD QUICK POLL “Raise your hand if ____.”
MOVE CARD ASK WHY “Can you tell us why ____?”	MOVE CARD ASK WHY “What makes you say ____?”	MOVE CARD LINK IDEAS “I heard ____, so our group could ____.”	MOVE CARD ADD REASON “One reason for our idea is ____.”

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

RUNNING THE ROUNDS

Have groups use a second printed set of the eight Move cards so each player can receive four cards. Listen for students to say a full starter and respond to real audience input before playing a card. If one student dominates, use the Turn Keeper role to pause the talk until another player speaks or plays a card.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	What do you think about a change that would make recess better for more students?
Leo	I think our class should choose a change that includes more students.
Ava	Can you tell us why that change would help?
Leo	It would help because more students could enjoy recess.
Noah	I heard that it could include more students, so our group could explain that reason.

LISTEN FOR

- Planned questions that invite classmates to answer
- Polls or other quick ways to gather responses
- Follow-up questions that ask for reasons
- Ideas linked to audience responses in a clear shared message

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