

Talk It Together

Build a shared plan, one discussion move at a time.

GRADE 5 • 5.C

5.C "The student will develop effective oral communication and collaboration skills to build a community of learners that process, understand, and interpret content together. Communication, Listening..."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Listen without interrupting.

2 Use a Move card only when it fits the talk.

3 Disagree with ideas, not people.

4 Share the speaking time.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and read the task aloud.
2. Each player takes a different Role card.
3. Use two printed sets of Move cards and deal four cards to each player.
4. Discuss the task. When you truly use a card starter, place that card in the middle.
5. When all dealt cards are played, give your group's short report with a clear voice, a gesture, and your planned visual.

AFTER THE ROUND Check what you did

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

☐ I used a question to clarify or build an idea.

☐ I gave a respectful agreement or disagreement.

☐ I helped summarize a plan with a relevant detail.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Book Swap Invite Plan a 45-second invitation and a matching poster for a family book swap that use clear words, useful visual details, and an audience question.	Smart Ad Check A bright online ad says a bracelet will make anyone better at sports. Plan a short class report and a simple visual that explain the ad's purpose, audience, and facts a viewer should check.	Recess Welcome Plan Plan a 45-second announcement and a matching sign that invite fifth graders to include a new student in a recess game, using respectful words, one gesture, and one question for the audience.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Talk Tracker Make sure each person has a chance to speak, and invite a quiet group member to share an idea.	Detail Detective Ask the group to add a relevant example, fact, or visual detail to its plan.	Audience Coach Check that the plan fits the audience and includes a way to invite audience responses.	Clear Voice Captain Remind speakers to use clear words, suitable volume, and helpful facial expressions or gestures during the report.

MOVE CARDS · deal 4 to each player

MOVE CARD BUILD ON "I want to add that ____."	MOVE CARD BUILD ON "Another idea is ____."	MOVE CARD CLARIFY MEANING "Can you explain what you mean by ____?"	MOVE CARD CLARIFY MEANING "Are you saying that ____?"
MOVE CARD AGREE CLEARLY "I agree with ____ because ____."	MOVE CARD DIFFER RESPECTFULLY "I see it differently because ____."	MOVE CARD GIVE EVIDENCE "One example or detail is ____."	MOVE CARD SUMMARIZE IDEAS "Our main idea so far is ____."

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

RUNNING THE ROUNDS

Print two copies of the eight Move cards so groups of four can each receive four cards. For groups of three, deal four cards to each player and set aside the extras. If one student is holding back, have the Talk Tracker invite that student to use a card before frequent speakers use another one.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I want to add that our poster should show the date, time, and library location.
Eli	Are you saying that we should write "School Library" in large letters?
Maya	I agree with Eli because families need to know exactly where to go.
Noah	One example or detail is a drawing of a book box with the words "Bring a Book, Take a Book."
Zoe	Our main idea so far is that our poster and announcement will tell families when and where to bring a book, show a book box, and ask, "What book will you bring?"

LISTEN FOR

- Student-to-student references that build on an earlier idea
- Relevant clarifying questions followed by useful answers
- Respectful agreements or disagreements supported by examples or details
- Summaries that connect audience, purpose, spoken message, and visual

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