

Word Move Circle

Use new words to shape a group decision.

GRADE 5 • 5.RV.1.K

5.RV.1.K "Use newly learned words and phrases in discussions and speaking activities."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak in turns and listen fully.

2 Play a card only after you say and finish its starter.

3 Use each new word so it fits your real idea.

4 Respond respectfully to another person's idea.

HOW TO PLAY Teams of 3 or 4

1. Choose a Topic card. Read its question and new words aloud.
2. Each player takes a different Role card. Use two cut-apart sets of Move cards, then deal four cards to each player.
3. Discuss the topic. When a starter fits your idea, say it aloud and place that card in the middle.
4. Build on, question, or adjust ideas as you use your cards.
5. Keep talking until every player has played all four cards. Then check the reflection statements.

AFTER THE ROUND Check what you did

☐ I used a new word or phrase while I spoke.

☐ I used each word or phrase so it matched my idea.

☐ I listened for new words and phrases from others.

☐ I used a new word or phrase to respond to the group.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Recess Plan What recess equipment plan should your class request: jump ropes, sidewalk chalk, beanbag toss, or a combination? Use recommend, benefit, challenge, and compromise.	Welcome Plan How should your class help a new student feel included on their first day? Use recommend, benefit, challenge, and compromise.	Rainy Day What should your class do during an indoor recess: draw, play a board game, read, or another choice? Use recommend, benefit, challenge, and compromise.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Word Scout Listen for the four new words and point out one the group still needs to use.	Turn Keeper Make sure each person speaks once before anyone takes a second turn.	Idea Builder Ask someone to explain or add to an idea after they play a card.	Fairness Coach Notice whether an idea includes everyone and suggest a fair choice when needed.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
MAKE RECOMMENDATION “I recommend ____ because ____.”	SHARE RECOMMENDATION “I recommend that we ____ because ____.”	NAME BENEFIT “One benefit of ____ is ____.”	SPOT BENEFIT “A benefit I notice is ____.”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
NAME CHALLENGE “One challenge could be ____, so ____.”	SPOT CHALLENGE “A challenge I see is ____.”	OFFER COMPROMISE “We could compromise by ____.”	SUGGEST COMPROMISE “A fair compromise might be ____.”

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

RUNNING THE ROUNDS

Before each round, quickly review the four new words on the Topic card. Cut two complete Move card sets for each group, then deal four cards per player. For three-player groups, set aside four cards, and use the Turn Keeper role to pause students who speak repeatedly until quieter players have a turn.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	I recommend jump ropes because many students can take turns using them.
Noah	One benefit of jump ropes is that students can use them alone or with friends.
Ava	One challenge could be that only a few ropes are available, so some students may have to wait.
Leo	We could compromise by requesting jump ropes and sidewalk chalk, then sharing both.
Mia	I recommend that we request both items because the compromise gives more students a choice.

LISTEN FOR

- Accurate, natural use of recommend, benefit, challenge, and compromise.
- Complete ideas that explain why the word fits.
- Responses that connect to an earlier speaker's idea.
- Students revising a choice after hearing a benefit or challenge.

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