

Talk Move Challenge

Listen closely, build ideas, and include every voice.

GRADE 6 • 6.C.1.A.i

6.C.1.A.i "Facilitate and contribute to a range of sustained collaborative discussions with diverse partners on grade six topics and texts. This includes: Listening actively through verbal and nonverbal communication and using agreed-upon discussion..."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Face the speaker and show you are listening with a nod or focused posture.

2 Let one person speak at a time. Do not interrupt.

3 Use names and kind words when you disagree.

4 Give space for every voice before repeating yours.

HOW TO PLAY Teams of 3 or 4

1. Form a group of 3 or 4 and choose one Topic card.
2. Each player takes a different Role card. If you have 3 players, leave out one role.
3. Shuffle enough Move cards so each player gets 4 cards. Read the ground rules together.
4. Discuss the topic. When you genuinely use a card's starter, place that card in the middle.
5. When every player has played all 4 cards, agree on an answer to the topic and complete the reflection.

AFTER THE ROUND Check what you did

☐ I faced the speaker and showed I was listening.

☐ I waited for my turn and did not interrupt.

☐ I used words to show I heard another idea.

☐ I followed our group rules and helped include every voice.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Better Recess What one change would make recess more enjoyable and fair for everyone? Explain why.	Library Space What change would make the school library more useful and welcoming to more students?	Classroom Focus Which classroom routine would help everyone learn, and how should it work?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Signal Scout Notice nods, focused posture, and waiting turns, then give a silent thumbs-up when the group is listening well.	Turn Tracker Watch the turns and invite a person who has not spoken after two classmates speak.	Rule Ranger Keep the ground rules visible and politely name a rule when the group forgets it.	Idea Linker Listen for different ideas and ask the group to connect two ideas before the round ends.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
SHARE IDEA “One idea I have is ____ because ____.”	SHARE IDEA “I think ____ would help because ____.”	BUILD ON “I want to build on ____ by adding ____.”	BUILD ON “Another part we could add is ____.”
RESTATE IDEA “I heard you say ____, which means ____.”	RESTATE IDEA “It sounds like ____ is important to you.”	ASK MORE “What makes you say ____?”	INVITE VOICE “____, what do you think about ____?”

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

RUNNING THE ROUNDS

Run one Topic card per round, and print enough copies of the Move card set so every student receives four cards. Players may speak without playing a card, but they place a card in the middle only after using its starter naturally. For uneven participation, pause the round and have the Turn Tracker invite a quieter player before a frequent speaker takes another turn.

WHAT A STRONG ROUND SOUNDS LIKE

Mia	One idea I have is a quiet game area because some students want a calm choice.
Omar	[Nods.] I heard you say a quiet game area, which means students could choose a calmer place.
Lena	I want to build on Mia's idea by adding board games that students can borrow.
Diego	What makes you say board games would be fair for everyone?
Mia	Diego, what do you think about how students could share the board games?

LISTEN FOR

- Students restate a classmate's idea accurately before adding their own.
- Students use nods, focused posture, and wait for a speaker to finish.
- Students ask for explanation instead of dismissing an idea.
- Students invite quieter group members and follow turn-taking rules.

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