

Build the Talk

Use respectful moves to grow a group idea.

GRADE 6 • 6.C.1.A.ii

6.C.1.A.ii "Facilitate and contribute to a range of sustained collaborative discussions with diverse partners on grade six topics and texts. This includes: Working respectfully by building on others' ideas and showing value for others' ideas and..."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Talk about ideas, not people.

2 Name the idea you are responding to.

3 Play a Move Card only when it fits your real response.

4 Give each person room to speak.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic Card and read the question together.
2. Each player takes one Role Card. Set aside any extra Role Cards.
3. Deal four Move Cards to each player, using extra printed copies if needed.
4. Take turns responding to the topic and to each other. When you genuinely use a card's starter, place that card in the middle.
5. Keep talking until every dealt Move Card is in the middle. Then share your group's current answer and reasons.

AFTER THE ROUND Check what you did

☐ I named an idea before I responded to it.

☐ I built on another person's idea.

☐ I explained why another person's idea was useful.

☐ I helped make room for another voice.



TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Recess Refresh What one change would make recess work better for more students, and why?	Classroom Choice What is one reasonable class rule that could help students learn, and why?	Lunch Space How could the cafeteria feel more comfortable for students during lunch?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Link Maker Listen for connected ideas and ask the group to name the idea they are building on.	Value Spotter Listen for respectful responses and point out when someone explains why an idea matters.	Voice Tracker Notice who has spoken and invite a group member who has had less time to share.	Focus Keeper Keep the topic question in view and ask the group how each idea answers it.

MOVE CARDS · deal 4 to each player

MOVE CARD OFFER IDEA “One idea is to ____.”	MOVE CARD BUILD ON “I want to build on ____'s idea by ____.”	MOVE CARD BUILD ON “____'s idea makes me think we could ____.”	MOVE CARD SHOW VALUE “I value ____'s point because ____.”
MOVE CARD SHOW VALUE “One useful part of ____'s idea is ____.”	MOVE CARD ASK MORE “Can you say more about ____?”	MOVE CARD CHECK MEANING “I hear you saying _____. Is that right?”	MOVE CARD INVITE VOICE “____, what do you think about ____?”

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

RUNNING THE ROUNDS

Print two copies of the Move Cards for each group of up to four students, then deal four cards per player. Run a new round with a different topic after students return and reshuffle their cards. If one student dominates, have the Voice Tracker pause the discussion and invite a group member who has spoken less.

WHAT A STRONG ROUND SOUNDS LIKE

Jordan	One idea is to add shaded seats near the playground.
Maya	I want to build on Jordan's idea by putting the seats near games with long waiting lines.
Luis	I value Maya's point because students waiting for a turn would have a cooler place to sit.
Nia	Can you say more about which games have the longest lines?
Jordan	Nia, what do you think about adding shade near the basketball court?

LISTEN FOR

- Students name a classmate's idea before adding to it
- Students explain why another contribution is useful
- Students ask for clarification before disagreeing or changing an idea
- Students invite quieter group members into the discussion

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