

Talk It Through

Use respectful words to agree, disagree, and build ideas.

GRADE 6 • 6.C.1.A.iv

6.C.1.A.iv "Facilitate and contribute to a range of sustained collaborative discussions with diverse partners on grade six topics and texts. This includes: Communicating agreement or tactful disagreement with others' ideas..."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak one at a time.

2 Use a Move card only when you mean it.

3 Disagree with ideas, not people.

4 Give reasons for your thinking.

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 and four Move cards. Copy Move cards as needed.
3. Discuss the question. When a Move card fits, say the completed starter and place the card in the middle.
4. Do your Role job while you listen and respond to others.
5. End when all Move cards are in the middle, then complete the reflection.

AFTER THE ROUND Check what you did

☐ I stated agreement and gave a reason.

☐ I disagreed respectfully and explained why.

☐ I built on or checked a classmate's idea.

☐ I listened and responded before adding my own idea.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Project Grades Should everyone in a group project earn the same grade? Reach a group decision and give reasons.	Class Seats Should students choose their own seats in class? Reach a group decision and give reasons.	Weekend Homework Should teachers avoid assigning homework for weekends? Reach a group decision and give reasons.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Balance Keeper Notice whether the group shares both agreement and respectful disagreement, and point out what is missing.	Reason Scout Listen for reasons and ask, "What makes you think that?" when a reason is missing.	Voice Mixer Notice who has not spoken, and invite that person to share after another speaker finishes.	Tone Coach Listen for respectful words, and ask a speaker to reword a hurtful comment.

MOVE CARDS · deal 4 to each player

MOVE CARD AGREE CLEARLY "I agree with ____ because ____."	MOVE CARD TACTFUL DISAGREE "I see your point, but I think ____ because ____."	MOVE CARD BUILD IDEA "Adding to that idea, ____."	MOVE CARD CHECK MEANING "Can you explain why ____?"
MOVE CARD AGREE CLEARLY "____ made me think. I agree because ____."	MOVE CARD TACTFUL DISAGREE "I respect that idea, yet I think ____ because ____."	MOVE CARD BUILD IDEA "Another reason for that is ____."	MOVE CARD CHECK MEANING "I understand your idea as _____. Is that right?"

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

RUNNING THE ROUNDS

Use one Topic card per round. Duplicate the eight Move cards so every player receives four, then collect and redeal cards for the next topic. If participation is uneven, have the Voice Mixer invite a quieter student and ask a frequent speaker to wait until two peers have spoken.

WHAT A STRONG ROUND SOUNDS LIKE

Nia	I understand the idea as everyone getting the same grade. Is that right?
Owen	I agree with that plan because a group should work as a team.
Maya	I see your point, but I think group members should earn different grades because their work may not be equal.
Luis	Adding to that idea, the group could keep a list of each person's jobs.
Owen	Maya's idea made me think. I agree because a job list could show who completed each task.

LISTEN FOR

- Agreement connected to a classmate's idea and a specific reason
- Respectful disagreement that recognizes another viewpoint
- Responses that add to or clarify a peer's idea
- Students using calm, precise wording when they disagree

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