

# Talk Moves Challenge

*Use planned interactions to build and share an opinion.*

**GRADE 6 • 6.C.2.A.vi**

**6.C.2.A.vi** "Report orally on a topic or present an opinion. This includes: Encouraging audience participation through planned interactions (e.g., questioning, discussion, gathering responses, and movement)."

NAME \_\_\_\_\_

DATE \_\_\_\_\_

## OUR GROUND RULES Read together first

**1** Listen without interrupting.

**2** Use a card only when you mean it.

**3** Give everyone space to speak and move.

**4** Disagree with ideas, not people.

## HOW TO PLAY Teams of 3 or 4

1. Choose a Topic card. Each player takes a different Role card.
2. Shuffle enough printed Move cards so each player gets four cards.
3. Read the topic question and begin sharing ideas.
4. When you genuinely use a card's starter, place that card in the middle.
5. Keep talking until every card is played. Then check the reflection statements.

## AFTER THE ROUND Check what you did

☐ I asked a question that helped the group think.

☐ I invited someone else to share an idea.

☐ I gathered responses with a count, signal, or summary.

☐ I used a safe movement or signal choice to include the group.

**TOPIC CARDS** · pick one per round

| TOPIC                                                                               | TOPIC                                                                          | TOPIC                                                                           |
|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------|---------------------------------------------------------------------------------|
| <b>Better Recess</b><br>What one change would make recess better for more students? | <b>Group Work Seats</b><br>How should students choose seats during group work? | <b>School Spirit Day</b><br>What could make a school spirit day more welcoming? |

**ROLE CARDS** · one per player

| ROLE                                                                                        | ROLE                                                                    | ROLE                                                                                | ROLE                                                                                                        |
|---------------------------------------------------------------------------------------------|-------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------|
| <b>Question Captain</b><br>Watch for questions that help classmates explain their thinking. | <b>Voice Host</b><br>Invite classmates who have not shared an idea yet. | <b>Response Tracker</b><br>Listen for response counts, choices, and repeated ideas. | <b>Opinion Reporter</b><br>At the end, explain the group's current opinion and one response that shaped it. |

**MOVE CARDS** · deal 4 to each player

|                                                                                        |                                                                                  |                                                                                        |                                                                                   |
|----------------------------------------------------------------------------------------|----------------------------------------------------------------------------------|----------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|
| <b>MOVE CARD</b><br><b>ASK AROUND</b><br>“What do you think about ____?”               | <b>MOVE CARD</b><br><b>ASK WHY</b><br>“Can someone explain why ____?”            | <b>MOVE CARD</b><br><b>INVITE VOICES</b><br>“Who has not shared an idea about ____?”   | <b>MOVE CARD</b><br><b>CALL IN</b><br>“____, what is your idea?”                  |
| <b>MOVE CARD</b><br><b>GATHER HANDS</b><br>“Raise your hand if you would choose ____.” | <b>MOVE CARD</b><br><b>COUNT RESPONSES</b><br>“I heard ____ people choose ____.” | <b>MOVE CARD</b><br><b>MOVE VOTE</b><br>“Step to the side for ____ if you support it.” | <b>MOVE CARD</b><br><b>SIGNAL VOTE</b><br>“Show a thumbs-up if you support ____.” |

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

**RUNNING THE ROUNDS**

Print enough copies of the eight Move cards so each student receives four cards. In groups of three, assign the Opinion Reporter and choose two other roles. If one student dominates, pause the round and have the Voice Host invite a player whose cards are still unplayed.

**WHAT A STRONG ROUND SOUNDS LIKE**

|              |                                                                                                    |
|--------------|----------------------------------------------------------------------------------------------------|
| <b>Ava</b>   | What do you think about adding a quiet game area at recess?                                        |
| <b>Mateo</b> | I think it could help students who do not want to play running games.                              |
| <b>Ava</b>   | Who has not shared an idea about a quiet game area?                                                |
| <b>Jada</b>  | Step to the side for adding a quiet game area if you support it.                                   |
| <b>Noah</b>  | I heard 3 people choose adding a quiet game area. Those responses can support our group's opinion. |

**LISTEN FOR**

- Questions that ask peers to explain or choose
- Invitations for classmates who have not spoken
- Response counts or summaries used in the talk
- Safe movement or signal votes connected to an opinion

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