

Word Move Circle

Talk, test, and write with new words.

GRADE 6 • 6.RV.1.H

6.RV.1.H "Use newly learned words and phrases in multiple contexts, including in students' discussions and speaking and writing activities."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Keep your class word list where everyone can see it.

2 Use a word or phrase correctly, based on its meaning.

3 Do not play a card until you have said a complete idea.

4 Listen and connect your idea to someone else's idea.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card and place it in the middle.
2. Each player takes one ROLE card. Put any extra ROLE card aside.
3. Print two sets of MOVE cards and deal four cards to each player.
4. Take turns using one card starter naturally. Then play that card in the middle.
5. When every MOVE card is played, the round ends. Write the response from your TOPIC card together.

AFTER THE ROUND Check what you did

☐ I used a new word or phrase while speaking.

☐ I used a word or phrase correctly in a second context.

☐ I explained why a word or phrase fit.

☐ I helped create a written response with new words or phrases.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Better Break Time Should students have a longer lunch or recess? Discuss your view, then write a two-sentence group recommendation using two words or phrases from your class word list.	Later School Start Should school begin later in the morning? Discuss your view, then write a two-sentence group recommendation using two words or phrases from your class word list.	Shared Space Plan What is one change that would make a shared classroom space work better for everyone? Discuss your plan, then write a two-sentence group recommendation using two words or phrases from your class word list.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Word Keeper Keep the word list visible and point out when a word or phrase is used accurately.	Meaning Checker Ask whether each word or phrase makes sense in the situation being discussed.	Context Scout Notice when someone uses a word or phrase in a second situation and name the new context.	Turn Guide Make sure each person has a chance to speak before someone takes another turn.

MOVE CARDS · deal 4 to each player

MOVE CARD CHOOSE WORD “One word from our list that fits is ____ because ____.”	MOVE CARD CHOOSE WORD “I can use ____ in our idea because ____.”	MOVE CARD EXPLAIN MEANING “In this situation, ____ means ____.”	MOVE CARD EXPLAIN MEANING “Here, the phrase ____ means ____.”
MOVE CARD SHIFT CONTEXT “The word ____ could also fit when ____.”	MOVE CARD SHIFT CONTEXT “I could use the phrase ____ in a different situation, such as ____.”	MOVE CARD COMPARE FIT “____ fits better than ____ here because ____.”	MOVE CARD WRITE IT “In our written response, we could write, “ ____.””

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

RUNNING THE ROUNDS

Before each round, provide a visible bank of 6 to 10 recently taught words or phrases. Print two sets of MOVE cards so groups of four can receive four cards each, and have groups of three set aside four cards. If participation is uneven, use the Turn Guide role to pause the discussion until each player has used a card.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	One word from our list that fits is benefit because a longer recess gives students time to move.
Luis	In this situation, benefit means a helpful result.
Harper	The word benefit could also fit when a family saves money on a bus pass.
Maya	Benefit fits better than reward here because extra recess can help every student.
Luis	In our written response, we could write, "A longer recess would benefit students by giving them time to move. One possible consequence is that classes need a clear return routine."

LISTEN FOR

- Students select words or phrases that match the intended meaning.
- Students explain meaning in context instead of only repeating a definition.
- Students transfer a word or phrase to a second sensible context.
- The final writing accurately uses target vocabulary from the discussion.

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