

Talk It Forward

Build ideas, support them, and share the work.

GRADE 7 • 7.C.1.A.ii

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

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak to ideas, not people.

2 Use each starter honestly, not just to finish a card.

3 Make room for every voice.

4 Keep working toward one group answer.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card and read the question together.
2. Each player takes a different ROLE card. In a group of three, set one role aside.
3. Print two copies of the MOVE cards and deal four cards to each player.
4. Discuss the topic. When you genuinely use a card's starter, place that card in the middle.
5. Use your roles to keep the discussion moving toward an answer. The round ends when every dealt card is in the middle.

AFTER THE ROUND Check what you did

☐ I built on another person's idea.

☐ I shared a relevant idea with a reason or example.

☐ I made room for another person's voice.

☐ I helped share the work of reaching an answer.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Phone-Free Lunch Should your school try one phone-free lunch each week? Decide what you recommend and why.	Quiet Space What changes should your school make to give students a quiet place during lunch or before school?	Fair Team Grades How should a teacher balance group and individual grades on a group project?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Bridge Builder Notice connected ideas and point out when one speaker's idea adds to another's.	Reason Checker Listen for reasons and examples, and ask the group to explain ideas that need support.	Voice Finder Notice whose ideas have not been heard and invite that person into the discussion.	Task Keeper Keep the group focused on the question and help name a group answer before time ends.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BUILD ON “I want to build on ____'s idea by adding ____.”	BUILD ON “____ made me think that ____.”	SUPPORT IDEA “My reason is ____, and an example is ____.”	SUPPORT IDEA “One example from school or my experience is ____.”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
INVITE VOICE “____, what is your view on ____?”	INVITE VOICE “I want to hear from ____ because ____.”	MOVE TASK “To help us decide, I suggest we ____.”	MOVE TASK “Before we finish, we still need to ____.”

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

RUNNING THE ROUNDS

Print two sets of the eight MOVE cards so groups of four can each receive four cards, and use only twelve cards for groups of three. During the round, prompt students who are holding cards too long to listen for a natural opening, and have the Voice Finder invite a quieter student before a frequent speaker adds another idea.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	My reason is that students could talk more face-to-face, and an example is my lunch table when several people are looking at screens.
Noah	I want to build on Maya's idea by adding that students without phones may feel more included.
Ava	One example from school or my experience is that some students use phones to contact family after lunch.
Jamal	Ava, what is your view on keeping phones available for emergency calls?
Ava	To help us decide, I suggest we recommend one phone-free lunch each week with phones available for emergencies.

LISTEN FOR

- Students connect their comments to a specific classmate's idea.
- Students give relevant reasons and concrete examples.
- Students invite quieter partners and respond respectfully to different views.
- Students help the group return to the question and reach a shared answer.

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