

Talk Move Challenge

Use questions, responses, and feedback to deepen a group discussion.

GRADE 7 • 7.C.1.A.iii

7.C.1.A.iii "Facilitate and contribute to a range of sustained collaborative discussions with diverse partners on grade seven topics and texts. This includes: Asking and responding to probing questions and providing appropriate feedback within..."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak one at a time and listen fully.

2 Use a move card only when it fits the talk.

3 Ask for reasons, examples, or clearer details.

4 Respond to ideas respectfully, even when you disagree.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and give each player one Role card.
2. Print two sets of Move cards, shuffle them, and deal four cards to each player.
3. Discuss the topic. When you genuinely say a card's starter, place that card in the middle.
4. Keep building on ideas, asking probing questions, responding, and giving helpful feedback until all dealt cards are played.
5. Use the reflection statements to think about how your group discussed the topic.

AFTER THE ROUND Check what you did

☐ I asked a question that helped someone explain an idea.

☐ I responded to another person's idea with a reason or example.

☐ I gave feedback that was specific and respectful.

☐ I listened and helped the discussion include different voices.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Phone-Free Times Should students have device-free times during the school day? Decide what times, if any, would work and why.	Group Project Grades How should a teacher grade a group project when group members contribute different amounts of work?	Lunch Waste Plan What is one realistic change our school could make to reduce lunch waste, and why would it work?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Question Keeper Watch for chances to ask a probing question that helps the group explain its thinking.	Idea Builder Watch for chances to connect two ideas or add a useful detail to an idea.	Feedback Coach Watch for chances to name what is clear or suggest a question that could improve an idea.	Balance Captain Watch who has spoken and invite a quieter group member to share when needed.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
PROBE DEEPER “What makes you think ____?”	PROBE DEEPER “Can you explain why ____?”	RESPOND CLEARLY “I think ____ because ____.”	RESPOND CLEARLY “One example from my experience is ____.”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BUILD IDEA “I want to add to ____ by saying ____.”	BUILD IDEA “I see it differently because ____.”	GIVE FEEDBACK “Your point was clear because ____.”	GIVE FEEDBACK “A question that could strengthen your idea is ____.”

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

RUNNING THE ROUNDS

Use one Topic card per round and print two copies of the Move cards so each group can receive four cards per player. In the model exchange, Maya uses Respond Clearly twice, Jordan uses Probe Deeper, Luis uses Build Idea, and Ava uses Give Feedback. If one student dominates, have the Balance Captain invite a specific quieter player to respond before the dominant student speaks again.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I think students should have device-free times during class because notifications can interrupt learning.
Jordan	What makes you think notifications interrupt learning?
Maya	One example from my experience is when a notification appears, I want to check it instead of finishing my work.
Luis	I want to add to Maya's idea by saying device-free class time could also help students pay attention to group members.
Ava	Your point was clear because you explained how device-free time could help both independent work and group work.

LISTEN FOR

- Probing questions that ask for reasons, examples, or clarification
- Responses that directly answer a peer's question
- Comments that build on or respectfully challenge a previous idea
- Specific feedback about what is clear or what could be developed

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