

Talk It Through

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

GRADE 7 • 7.C.1.A.iv

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

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Use a starter before you play a card.

2 Respond to an idea, not a person.

3 Let each person finish speaking.

4 Give reasons and listen for replies.

HOW TO PLAY Teams of 3 or 4

1. Choose a Topic card and read its question aloud.
2. Each player takes a different Role card. In a group of three, set one Role card aside.
3. Deal each player four Move cards, repeating card designs if needed.
4. Discuss the question. When you genuinely use a card's starter, place that card in the middle.
5. Keep talking until every player has played all four cards, then check the reflection.

AFTER THE ROUND Check what you did

☐ I used a sentence starter to agree or disagree.

☐ I gave a reason for my view.

☐ I responded to someone else's idea.

☐ I used respectful words, even when I disagreed.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Headphones at Work Should students be allowed to listen to music through headphones during independent classwork?	Shared Project Grades How should a teacher grade a group project when members contribute different amounts?	Later School Start Should the school day begin later, even if it ends later?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Point Finder Listen for each person's main point and ask the group to name it if it gets unclear.	Bridge Builder Notice connected ideas and point out one area where people agree.	Tone Keeper Listen for respectful words and suggest a kinder wording when needed.	Turn Watcher Notice who has spoken and invite a quieter person to share an idea.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BUILD AGREEMENT "I agree with ____ because ____."	SUPPORT AGREEMENT "I want to add that ____."	TACTFUL DISAGREE "I see it differently because ____."	DIFFERENT VIEW "I understand your point, but ____."
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
ASK FOR REASONS "What makes you think ____?"	CHECK MEANING "When you say ____, do you mean ____?"	FIND COMMON GROUND "We both seem to agree that ____."	RECONSIDER VIEW "After hearing ____, I now think ____."

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

RUNNING THE ROUNDS

Run one topic per round, and print enough Move card copies for every student to receive four cards. Rotate roles for a new round. If participation is uneven, pause after a few cards and have the Turn Watcher invite a person who has spoken less; do not let one student play cards for another.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	I agree with allowing headphones because they can block distracting hallway noise.
Luis	What makes you think headphones would help students focus?
Maya	I want to add that I can choose instrumental music with no lyrics.
Ava	I see it differently because students might start choosing songs instead of doing their work.
Noah	We both seem to agree that students need to focus during independent work.

LISTEN FOR

- "I agree ... because ..." followed by a relevant reason
- "I see it differently ..." that addresses an idea, not a person
- questions that seek clarification before rebutting
- revisions or common ground after hearing another view

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