

Talk Move Mission

Build ideas, include voices, and evaluate the discussion.

GRADE 7 • 7.C.1.A.vi

7.C.1.A.vi "Facilitate and contribute to a range of sustained collaborative discussions with diverse partners on grade seven topics and texts. This includes: Evaluating the effectiveness of participant interactions and one's own contributions to small..."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak one at a time.

2 Use a Move card only when it fits.

3 Respond to an idea before changing the topic.

4 Make room for every voice.

HOW TO PLAY Teams of 3 or 4

1. Choose a Topic card and read the question aloud.
2. Each player takes a different Role card.
3. Shuffle the Move cards and deal four to each player. Use duplicate sets if needed.
4. Discuss the topic. When you genuinely use a card starter, place that card in the middle.
5. When all dealt cards are in the middle, complete the reflection.

AFTER THE ROUND Check what you did

☐ I used a move that built on or questioned an idea.

☐ I helped make space for another person's voice.

☐ I listened and responded to what someone said.

☐ I can name one contribution I made and one way our group could improve.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Phone Rule Create a fair classroom phone rule for learning time, then explain why it is fair.	Group Work Rules Choose two rules that would make group projects fairer, and explain how each rule helps.	Shared Space Plan Your grade may turn an unused classroom corner into a quiet reading spot, art-making spot, or game table. Which should it become first, and why?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Voice Scout Notice who has spoken and invite a quieter person to share an idea.	Idea Link Notice related ideas and ask the group to connect them.	Focus Keeper Keep the group on the topic and suggest a pause if the talk drifts.	Process Coach Watch listening and turn-taking, then name one way the group can improve.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BUILD ON “I want to add to ____ because ____.”	BUILD ON “That idea connects to ____ because ____.”	INVITE IN “____, what is your thinking about ____?”	INVITE IN “____, can you build on or question ____?”
CHECK PROCESS “Are we giving each person time to ____?”	CHECK PROCESS “Let’s pause. We could listen better by ____.”	EVALUATE WORK “Our group is working well because ____.”	EVALUATE WORK “I could strengthen our discussion by ____.”

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

RUNNING THE ROUNDS

Have groups complete one topic round, then rotate roles and choose a new topic for another round. With three players, set aside one Role card and rotate it into the next round. If participation is uneven, pause after a card, have the Process Coach name a needed change, and ask for the next response from a student who has spoken less.

WHAT A STRONG ROUND SOUNDS LIKE

Jordan	I could strengthen our discussion by listing what makes a phone rule fair before we choose.
Mia	I want to add to Jordan's idea because a list will help us compare choices.
Ana	Leo, what is your thinking about what makes a phone rule fair?
Leo	Are we giving each person time to explain an idea?
Jordan	Our group is working well because we are adding to ideas and inviting everyone to speak.

LISTEN FOR

- builds on a named peer idea with a reason
- invites another voice and waits for a response
- checks whether listening and turn-taking are working
- names a specific personal contribution or group improvement

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