

Talk Move Challenge

Use listening moves to build a stronger group discussion.

GRADE 7 • 7.C.1

7.C.1 "Communication, Listening, and Collaboration Facilitate and contribute to a range of sustained collaborative discussions with diverse partners on grade seven topics and texts..."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Face the speaker and listen without interrupting.

2 Take turns so each person can speak.

3 Use respectful words, even when you disagree.

4 Do your role and help the group stay on task.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and read the question aloud.
2. Each player takes a different Role card. In a group of three, leave one role out.
3. Shuffle enough copies of the Move cards and deal four cards to each player.
4. Discuss the topic. When you genuinely use a card starter, place that card in the middle.
5. End the round when every card is played. Complete the reflection together.

AFTER THE ROUND Check what you did

☐ I listened actively with my words and body language.

☐ I added a relevant, supported idea or built on someone else's idea.

☐ I asked or answered a probing question and paraphrased or summarized an idea.

☐ I used respectful agreement, disagreement, or feedback, and I can name one group strength and one improvement.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Phone-Free Lunch Should the school create a phone-free lunch area? Build one recommendation and support it with reasons.	Fair Group Grades How should a teacher grade a group project so individual effort and teamwork both matter?	After-School Choice Which one free after-school activity would help the most students, and why should the school offer it?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Flow Captain Watch turn-taking and invite a quieter group member to share when needed.	Idea Linker Listen for connected ideas and ask how a new idea fits the group's thinking.	Meaning Maker Restate the group's main points before the group chooses an answer.	Signal Scout Watch for active listening, respectful words, and interruptions, then name one strength or needed fix.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BUILD ON "I want to build on that idea because ____."	ADD REASON "Another reason for our choice is ____."	PROBE THINKING "What makes you think ____?"	SEEK DETAILS "Can you explain how ____ would work?"
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
PARAPHRASE POINT "So, you are saying that ____."	SUMMARIZE IDEAS "So far, our group thinks ____."	AGREE CLEARLY "I agree because ____."	DISAGREE TACTFULLY "I see your point, but I think ____."

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

RUNNING THE ROUNDS

Print enough duplicate Move card sets so every player receives four cards, then run each round for about six to eight minutes or until all cards are played. For uneven participation, use the Flow Captain to invite quieter students and ask frequent speakers to wait until another player contributes.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	I think our school should create a phone-free lunch area.
Noah	I want to build on that idea because students who want a quieter lunch could choose those tables.
Priya	Can you explain how the phone-free area would work?
Noah	So, you are asking for clear rules and a lunch area that students may choose.
Ava	I agree because students could use the phone-free tables, while other tables stay the same.

LISTEN FOR

- Students paraphrase an idea before adding to or challenging it.
- Probing questions ask for reasons, evidence, or details.
- Agreement and disagreement include a clear reason.
- Students share turns, show active listening, and take responsibility for the discussion.

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