

Talk Move Match

Build a thoughtful group discussion, one move at a time.

GRADE 8 • 8.C.1.A.i

8.C.1.A.i "Facilitate and contribute to a range of sustained collaborative discussions with diverse partners on grade eight topics and texts. This includes: Listening actively, offering and seeking ideas..."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Let one person speak at a time.

2 Listen for the idea before planning your reply.

3 Disagree with ideas, not people.

4 Make space for every player to speak.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card and place it where everyone can read it.
2. Each player takes one Role card. Together, set one guideline for your discussion.
3. Use two copies of the Move Cards and deal four cards to each player.
4. Discuss the topic. When you naturally use a card's starter, play that card in the middle.
5. Keep talking until every player has played four cards. Then check the reflection statements.

AFTER THE ROUND Check what you did

☐ I listened, then responded to a classmate's actual idea.

☐ I offered an idea and gave a reason.

☐ I asked for another person's thinking or a clearer explanation.

☐ I helped set or follow a guideline for our discussion or presentation.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Lunch Space Plan Should the school set aside one optional phone-free lunch area? Create a plan and explain why it would be fair.	Presentation Rules What three guidelines should students use when giving a short group presentation, and why?	Club Choice Plan Which new after-school club would help the most students, and what should its first meeting include?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Turn Guide Invite a quieter person to speak and help the group take turns.	Idea Linker Name a connection between two ideas before the group chooses a plan.	Question Scout Ask for reasons, examples, or another view when the talk needs more detail.	Rule Keeper Help the group set one discussion or presentation guideline and point back to it when needed.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
OFFER IDEA “I think ____ because ____.”	OFFER IDEA “One idea we could try is ____.”	SEEK THINKING “What makes you think ____?”	SEEK THINKING “How would ____ work for everyone?”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
ACTIVE LISTEN “I heard ____ say that ____.”	CHECK MEANING “So you mean ____, right?”	SET GUIDELINE “A fair rule for our discussion is ____.”	PLAN PRESENTATION “For our presentation, we should ____.”

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

RUNNING THE ROUNDS

Print two copies of the Move Cards for each group so every player can receive four cards. Run one round per Topic card, then rotate roles for the next round. If one student is quiet or dominant, have the Turn Guide invite a specific player and require the dominant speaker to use a listening or question move before offering another idea.

WHAT A STRONG ROUND SOUNDS LIKE

Ava	I think an optional phone-free lunch area could help because some students want a quieter place to talk.
Ben	I heard Ava say that a phone-free area could help students talk. What makes you think students would use it?
Ava	One idea we could try is asking students what kind of lunch spaces they want.
Cora	So you mean students should help plan the area, right?
Dante	A fair rule for our discussion is letting each person finish before we respond.

LISTEN FOR

- Accurate restatements before responses
- Questions that seek reasons, examples, and other views
- Ideas that build on classmates' comments
- Student-created guidelines used to manage turns or presentations

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