

Rethink Relay

Listen closely, build ideas, and revise your thinking.

GRADE 8 • 8.C.1.A.vi

8.C.1.A.vi "Facilitate and contribute to a range of sustained collaborative discussions with diverse partners on grade eight topics and texts. This includes: Acknowledging new insights expressed by others, and, when justified..."

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Use a card only when it truly fits the discussion.

2 Give a reason or example for your ideas.

3 Respond to ideas, not to people.

4 Leave space for others to speak before speaking again.

HOW TO PLAY Teams of 3 or 4

1. Choose one TOPIC card and read the question together.
2. Each player takes one ROLE card. Set aside any extra role card.
3. Print enough MOVE card copies for four cards per player, then shuffle and deal four cards to each player.
4. Discuss the topic. When you genuinely use a card's starter, place that card in the middle.
5. Continue until every player has played all four cards, then complete the reflection.

AFTER THE ROUND Check what you did

☐ I listened for a new idea from someone else.

☐ I named an insight that affected my thinking.

☐ I changed or refined my view when a reason convinced me.

☐ I explained why I changed my thinking.



TOPIC CARDS · pick one per round

TOPIC	TOPIC	TOPIC
Music While Working Should students be allowed to listen to music during independent work? Create a rule your group can support.	Redo Decisions When, if ever, should students be allowed to redo a major assignment? Explain the rule your group would choose.	Weekend Homework What limits, if any, should schools set for homework over a weekend? Develop a fair plan.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Insight Scout Listen for new ideas and ask the group to notice ideas that change someone's thinking.	View Tracker Notice when someone revises a view and ask what reason led to the change.	Reason Hunter Ask speakers for reasons or examples that explain their ideas.	Space Keeper Watch who has spoken and invite a quieter group member to share an idea or response.

MOVE CARDS · deal 4 to each player

MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
RECONSIDER VIEW “At first, I thought ____, but now I think ____ because ____.”	RECONSIDER VIEW “I am changing my view about ____ because ____.”	ASK WHY “What makes you think ____?”	ASK EXAMPLE “Can you give an example of ____?”
MOVE CARD	MOVE CARD	MOVE CARD	MOVE CARD
BUILD ON “Building on ____, I think ____.”	BUILD ON “I want to add to ____ because ____.”	NAME INSIGHT “I had not considered ____, and it changes how I see ____.”	NAME INSIGHT “Your point about ____ makes me rethink ____.”

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

RUNNING THE ROUNDS

Run one round with each topic card, using enough printed MOVE card copies for every player to receive four cards. There is no single correct position, assess whether students accurately acknowledge others' ideas and justify any change in thinking. If participation is uneven, have the Space Keeper invite a quieter speaker before a frequent speaker plays another card.

WHAT A STRONG ROUND SOUNDS LIKE

Jordan	At first, I thought music should be banned, but now I think quiet instrumental music can be allowed because it helps some students focus.
Casey	What makes you think quiet instrumental music helps students focus?
Riley	I want to add to Jordan's idea because lyrics can distract me, but instrumental music does not.
Sam	Your point about lyrics makes me rethink a rule that treats all music the same.
Jordan	Can you give an example of a task where music would be workable?

LISTEN FOR

- Names a specific idea from another speaker
- Explains how a new idea changed or refined a view
- Asks for reasons or examples before judging an idea
- Builds on a peer's point instead of repeating it

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