

Talk Move Match

Use purposeful talk moves to build a group response.

GRADE 8 • 8.C.1

8.C.1 "Communication, Listening, and Collaboration 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 Listen without interrupting.

2 Respond to ideas with reasons.

3 Disagree with ideas, not people.

4 Share speaking time fairly.

HOW TO PLAY Teams of 3 or 4

1. Choose a Topic Card and give each player a different Role Card.
2. Read the ground rules and name one extra guideline your group will follow.
3. Deal four Move Cards to each player, using extra printed copies if needed.
4. Discuss the topic. Say a starter naturally, then place that card in the middle.
5. When every dealt card is in the middle, state your group response and one idea your group considered.

AFTER THE ROUND Check what you did

☐ I listened closely and responded to another person's idea.

☐ I asked or answered a question that made an idea clearer.

☐ I supported an opinion or disagreed respectfully with reasons.

☐ I carried out my role and helped the group work toward a shared response.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Phone-Free Lunch Plan a fair school policy for phone use during lunch. What should it include, and why?	Later School Start Should middle school begin later? Develop a recommendation that considers learning and after-school activities.	Project Team Rules Create three fair rules for group projects that make both the work and the credit fair.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Focus Pilot Keep the group on the topic and point out when the talk starts to drift.	Voice Scout Notice who has not spoken and invite that person to share an idea.	Reason Builder Ask the group to add a reason, example, or detail that supports an opinion.	Summary Captain Paraphrase key ideas and name what the group agrees on or still needs to decide.

MOVE CARDS · deal 4 to each player

MOVE CARD INVITE A VIEW “What do you think about ____?”	MOVE CARD INVITE A VIEW “We have not heard from everyone. What is your view on ____?”	MOVE CARD CLARIFY MEANING “Could you explain what you mean by ____?”	MOVE CARD CHECK MEANING “So, are you saying ____?”
MOVE CARD BUILD RESPECTFULLY “I agree with ____ because ____.”	MOVE CARD DISAGREE TACTFULLY “I see your point about ____, but I think ____ because ____.”	MOVE CARD PARAPHRASE IDEA “If I understand you, you are saying ____.”	MOVE CARD REVISE VIEW “After hearing ____, I now think ____.”

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

RUNNING THE ROUNDS

Give each group a topic, three or four roles, and four Move Cards per student, printing duplicate Move Card sheets as needed. Let groups talk until every dealt card is in the middle, then have them state a group response and one idea they considered. If one student dominates, have the Voice Scout invite a quieter member before the next card is played, and let the Focus Pilot pause off-topic talk.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	What do you think about starting school later?
Dante	I agree with a later start because students may be more awake in first period.
Leah	Could you explain what you mean by more awake?
Dante	I mean students may pay attention better after getting more sleep.
Ava	I see your point about attention, but I think a later start could make sports end later because schedules would shift.

LISTEN FOR

- Clarifying questions that name a specific word, reason, or claim
- Tactful agreement or disagreement followed by a reason or example
- Accurate paraphrases that show a student understood another idea
- Students inviting quieter members, making concessions, and returning to the topic

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