

Talk Tactics Challenge

Use purposeful talk to reach a shared decision.

GRADE 9 • 9.C.1

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

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Let each person finish speaking.

2 Respond to ideas, not people.

3 Use a Move card only when you truly say its starter.

4 Set a goal and deadline before you begin.

HOW TO PLAY Teams of 3 or 4

1. Choose one Topic card. Read the question, then set a clear group goal and deadline.
2. Each player takes one Role card. If three players are working, leave one Role card out.
3. Shuffle enough copies of the eight Move cards so each player receives four cards.
4. Discuss the topic. When you genuinely use a card's sentence starter, place that card faceup in the middle.
5. End the round when all dealt Move cards are played. Summarize your decision, then complete the reflection.

AFTER THE ROUND Check what you did

☐ I listened closely and responded respectfully.

☐ I used evidence and considered a different view.

☐ I helped include voices and keep our goal or deadline.

☐ I can summarize our agreement, disagreement, and my role.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Better Lunch Lines Create a one-week plan for making your school's lunch line faster and fairer. Decide what should change, who should help, and how you will know if the plan works.	New Student Welcome Design a first-week welcome plan for a new student who does not know anyone at school. Choose three actions, assign responsibilities, and set a deadline for preparing the plan.	Quiet Study Space Recommend one change that could make a shared school study space more useful for both quiet workers and students who need to collaborate. Explain how the change could meet both needs.

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Goal Keeper Help the group name a clear goal and deadline, then bring the discussion back to them when needed.	Voice Mixer Notice who has not spoken, invite them into the discussion, and make room for every voice.	Evidence Scout Ask for reasons, examples, or experiences that support ideas before the group makes a decision.	Wrap Captain Track agreements and disagreements, then name the next step and who is responsible for it.

MOVE CARDS · deal 4 to each player

MOVE CARD BUILD ON “I want to add ____ because ____.”	MOVE CARD BUILD ON “A connection I notice is ____.”	MOVE CARD CLARIFY IDEA “Can you explain what you mean by ____?”	MOVE CARD CLARIFY IDEA “Before we decide, can we check ____?”
MOVE CARD CHALLENGE TACTFULLY “I see it differently because ____.”	MOVE CARD CHALLENGE TACTFULLY “What evidence supports the idea that ____?”	MOVE CARD SUMMARIZE PROGRESS “We agree that ____, and we still need to decide ____.”	MOVE CARD SUMMARIZE PROGRESS “Our next step is ____, and ____ will do it by ____.”

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

RUNNING THE ROUNDS

Before each round, have groups choose a topic, set a goal and deadline, and deal four Move cards to each student using repeated copies of the card set. Rotate roles in later rounds. If one student dominates, pause the group and have the Voice Mixer invite a specific peer while others listen before responding.

WHAT A STRONG ROUND SOUNDS LIKE

Amina	I want to add a second line for students buying lunch because the line near the doors gets crowded.
Leo	Can you explain what you mean by a second line?
Maya	What evidence supports the idea that a second line will shorten the wait?
Jordan	I see it differently because a second line might require another staff member.
Amina	We agree that the line gets crowded, and we still need to decide whether a second line is possible.

LISTEN FOR

- Students invite a quieter peer and leave space for a response.
- Students ask clarifying questions instead of dismissing an idea.
- Students support claims with relevant experience, reasons, or examples.
- Students accurately summarize agreement, disagreement, ownership, and a deadline.

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