

Let's Talk! game manual

[3rd edition]



Objective

Let's Talk! helps students to engage in productive academic discussions by practising talk moves through playing a card game. Students can learn how to practise active listening, clarify and build on one another's ideas, and support or challenge other students. As they play, they collaborate in developing a deeper understanding of the discussion topic.



How to Play

Preparation by Teacher

- Craft 3 topic questions for discussion. The questions should be open-ended and allow multiple possible answers.
- Form groups of 4 to 5 players.
- Put the *Mr Start* cards into a separate pile.
- Give every player one of each type of card, excluding *Mr Start*. Each player will have a set of 6 cards at the beginning of the game.
- Shuffle the remaining cards and set them aside as the deck of extra cards.

Playing the Game

1. Select a player to receive a *Mr Start*. This player starts the discussion. Play then proceeds clockwise.
2. Each player chooses one of the sentence starters on his or her card and uses it to give a full statement to build on the response of the previous player.
3. If a player cannot continue the discussion, he or she can play *Ms Wild* or miss a turn and draw a card from the deck of extra cards.
4. When *Mr Summarise* is played, the player needs to summarise the discussion so far. The game then moves on to a new topic of discussion.
5. The game ends when any player plays his or her last card during their turn, or there are no more topics. The last card must be *Mr Summarise*.

Wild Cards

- A player can use *Ms Wild* at any time in the game when he or she cannot use other cards to contribute to the discussion. Players cannot use *Ms Wild* at the start or at the end of the game.

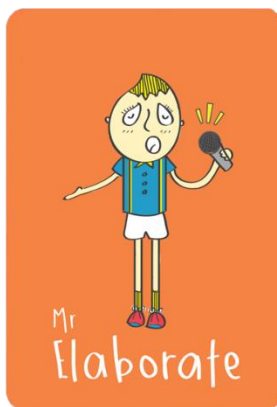
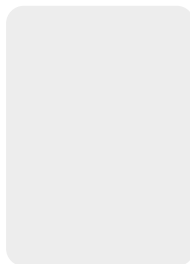
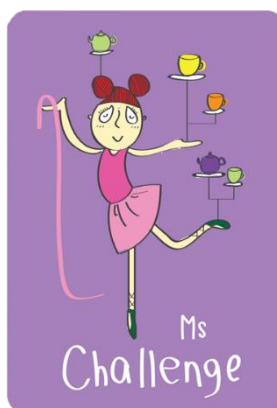
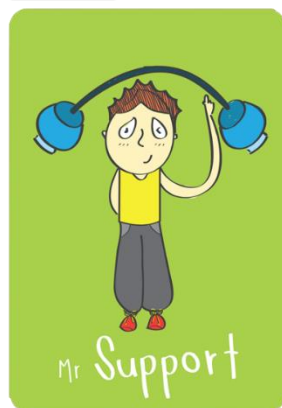


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Each pack of cards comprises the following:

- 4 Mr Start cards
 - 8 Mr Summarise cards
 - 12 Mr Support cards
 - 12 Ms Challenge cards
 - 12 Ms Paraphrase cards
 - 12 Mr Elaborate cards
- } Talk Move cards
- 12 Ms Wild cards
- 5 Change Direction of Play
 - 2 Change Topic
 - 5 Pick Up a Card



A game by



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