

LEARNING OUTCOMES:**Must:** Be able to ascertain the range and mode from a list**Should:** be able to order a list to find the median and calculate the mean.**Could:** calculate the averages from a stem and leaf diagram or in a table.


This Top Trumps maths resource has been produced by JustMaths and can be used in the classroom to help support in teaching "Averages from a List". The cards are differentiated so that the activity is accessible to most groups of students to enable them to practise obtaining the four averages at various levels of difficulty.

Here's a few ideas for using these cards in your lessons:

- ☼ Use the differentiation to demonstrate progress throughout the lesson, by giving the students red (pink) and orange cards initially and then introduce the green cards once they are comfortable with the smaller numbers in the lists.
- ☼ Allow students to choose the combination of colours that they play with, or even let them play with all three colours if they choose.
- ☼ As a final, or mid-lesson plenary, choose a card (or two) from the appropriate level, that the students have to convert to demonstrate their learning. You can do this as a whole class or with individual students.

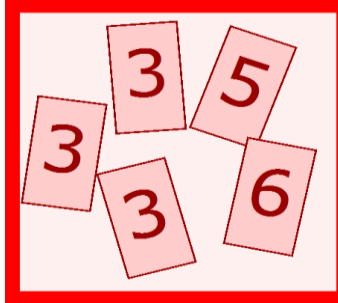
Even if you don't remember how to play Top Trumps, there's no need to worry as your students will ... They will also be practising lots of maths too, without even noticing!

MATHS TOP TRUMPS




Stealth:	Mode
Power:	Mean
Speed:	Median
Agility:	Range

MATHS TOP TRUMPS



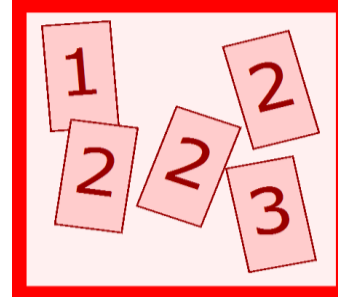
Stealth:	Range
Power:	Mode
Speed:	Mean
Agility:	Median

MATHS TOP TRUMPS




Stealth:	Median
Power:	Range
Speed:	Mode
Agility:	Mean

MATHS TOP TRUMPS



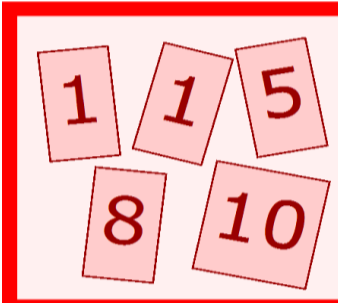
Stealth:	Mean
Power:	Median
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Agility:	Mode

MATHS TOP TRUMPS



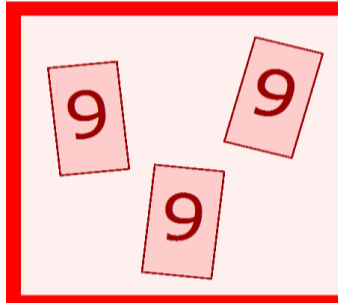
Stealth:	Range
Power:	Median
Speed:	Mean
Agility:	Mode

MATHS TOP TRUMPS



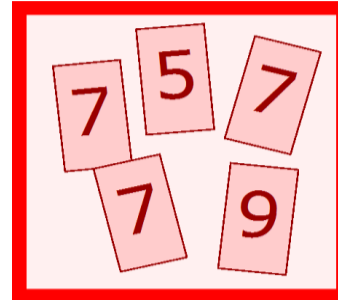
Stealth:	Median
Power:	Mean
Speed:	Mode
Agility:	Range

MATHS TOP TRUMPS



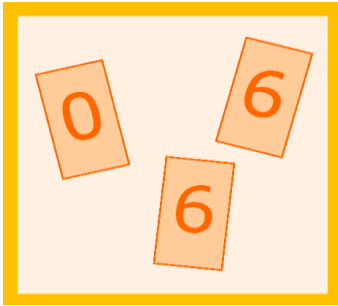
Stealth:	Mean
Power:	Mode
Speed:	Range
Agility:	Median

MATHS TOP TRUMPS



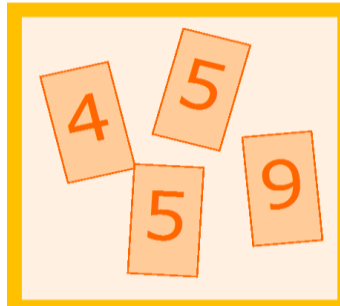
Stealth:	Mode
Power:	Range
Speed:	Median
Agility:	Mean

MATHS TOP TRUMPS



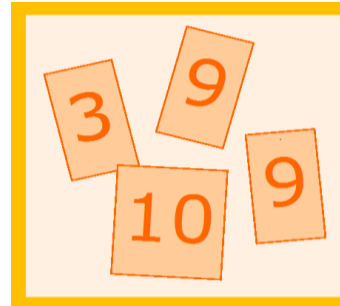
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Power:	Mean
Speed:	Median
Agility:	Range

MATHS TOP TRUMPS



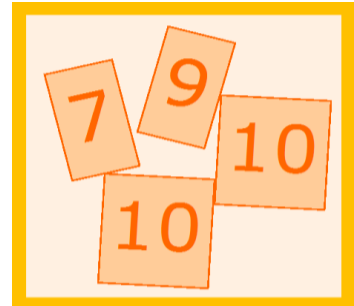
Stealth:	Range
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Speed:	Mean
Agility:	Median

MATHS TOP TRUMPS



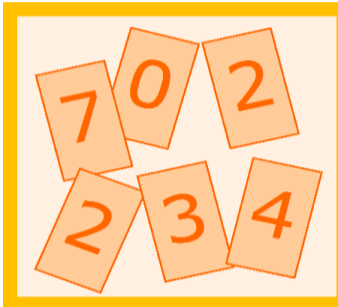
Stealth:	Mean
Power:	Range
Speed:	Mode
Agility:	Median

MATHS TOP TRUMPS



Stealth:	Median
Power:	Mean
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Agility:	Mode

MATHS TOP TRUMPS



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Agility:	Mode

MATHS TOP TRUMPS



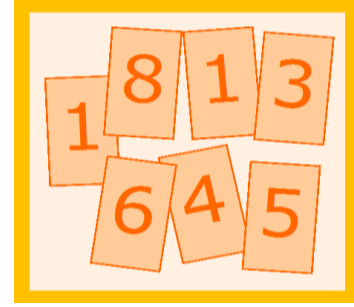
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MATHS TOP TRUMPS



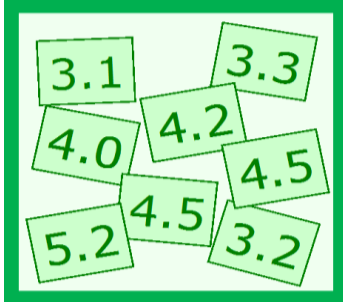
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Power:	Mode
Speed:	Range
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MATHS TOP TRUMPS



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MATHS TOP TRUMPS



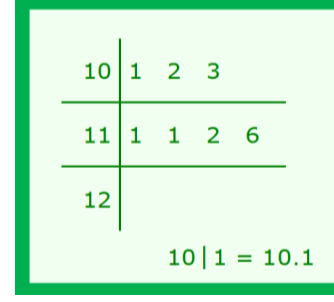
Stealth:	Mode
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MATHS TOP TRUMPS

Mark	Frequency
4	3
5	1
6	2
7	8
8	6
9	5
10	5

Stealth:	Range
Power:	Mode
Speed:	Mean
Agility:	Median

MATHS TOP TRUMPS



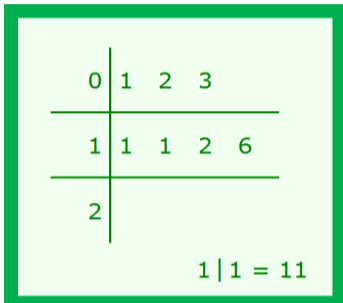
Stealth:	Median
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Agility:	Mean

MATHS TOP TRUMPS

Mark	Frequency
0	9
1	6
2	7
3	8
4	2

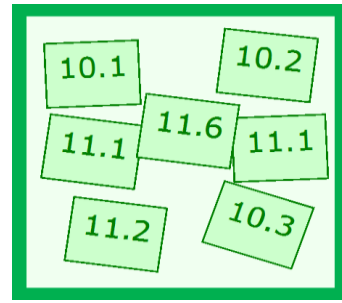
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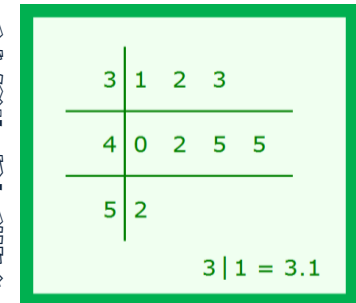
Stealth:	Median
Power:	Mean
Speed:	Mode
Agility:	Range

MATHS TOP TRUMPS

Number	Frequency
0	6
1	17
2	52
3	22
4	3
Total	100

Stealth:	Mean
Power:	Mode
Speed:	Range
Agility:	Median

MATHS TOP TRUMPS



Stealth:	Mode
Power:	Range
Speed:	Median
Agility:	Mean