JustMaths   **TOPIC:** Averages   MATHS TOP TRUMPS

Top Trumps brand name used with kind permission of Winning Moves.

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!

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Card 1 — MATHS TOP TRUMPS

Numbers: 3, 3, 4, 4, 7

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

Card 2 — MATHS TOP TRUMPS

Numbers: 3, 5, 3, 3, 6

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

Card 3 — MATHS TOP TRUMPS

Numbers: 1, 4, 1, 5, 9

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

Card 4 — MATHS TOP TRUMPS

Numbers: 1, 2, 2, 2, 3

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

Card 5 — MATHS TOP TRUMPS

Numbers: 2, 2, 3, 14, 9

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

Card 6 — MATHS TOP TRUMPS

Numbers: 1, 1, 5, 8, 10

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

Card 7 — MATHS TOP TRUMPS

Numbers: 9, 9, 9

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

Card 8 — MATHS TOP TRUMPS

Numbers: 7, 5, 7, 7, 9

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

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Card 1 — 0, 6, 6

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

Card 2 — 4, 5, 5, 9

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

Card 3 — 3, 9, 10, 9

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

Card 4 — 7, 9, 10, 10

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

Card 5 — 7, 0, 2, 2, 3, 4

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

Card 6 — 4, 8, 10, 12, 9, 8

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

Card 7 — 4, 3, 9, 9, 1, 2

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

Card 8 — 1, 8, 1, 3, 6, 4, 5

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

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Card 1

3.1 3.3 4.0 4.2 4.5 4.5 5.2 3.2

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

Card 2

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

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

Card 3

$$10 \mid 1 \;\; 2 \;\; 3$$
$$11 \mid 1 \;\; 1 \;\; 2 \;\; 6$$
$$12 \mid$$

10 | 1 = 10.1

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

Card 4

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

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

Card 5

$$0 \mid 1 \;\; 2 \;\; 3$$
$$1 \mid 1 \;\; 1 \;\; 2 \;\; 6$$
$$2 \mid$$

1 | 1 = 11

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

Card 6

10.1 10.2 11.1 11.6 11.1 11.2 10.3

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

Card 7

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

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

Card 8

$$3 \mid 1 \;\; 2 \;\; 3$$
$$4 \mid 0 \;\; 2 \;\; 5 \;\; 5$$
$$5 \mid 2$$

3 | 1 = 3.1

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