JustMaths

MATHS TOP TRUMPS

LEARNING OUTCOMES:	**Must:** Be able to work with the 2, 5 and 10 times tables	**Should:** be able to work with the 3, 4, 9 and 11 times tables.	**Could:** be able to work with the 6, 7, 8 and 12 times tables.

This Top Trumps maths resource has been produced by JustMaths and can be used in the classroom to help students to understand the multiplicative nature of the "times tables". The cards are differentiated so that the activity is accessible to most groups of students and will enable them to work with the numbers 1 to 12.

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 easier times tables.

☼ 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 calculate 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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MATHS TOP TRUMPS

Stealth:	6 ÷ 2
Power:	20 ÷ 5
Speed:	10 ÷ 1
Agility:	45 ÷ 5

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Stealth:	4 ÷ 2
Power:	25 ÷ 5
Speed:	14 ÷ 2
Agility:	40 ÷ 10

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Stealth:	10 ÷ 5
Power:	30 ÷ 10
Speed:	15 ÷ 5
Agility:	20 ÷ 2

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Stealth:	20 ÷ 2
Power:	18 ÷ 2
Speed:	12 ÷ 2
Agility:	16 ÷ 2

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Stealth:	30 ÷ 5
Power:	4 ÷ 2
Speed:	20 ÷ 10
Agility:	20 ÷ 4

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Stealth:	8 ÷ 2
Power:	30 ÷ 5
Speed:	45 ÷ 5
Agility:	10 ÷ 5

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Stealth:	20 ÷ 4
Power:	32 ÷ 4
Speed:	10 ÷ 2
Agility:	14 ÷ 2

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Stealth:	21 ÷ 3
Power:	70 ÷ 10
Speed:	8 ÷ 2
Agility:	30 ÷ 5

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Stealth:	9 ÷ 3
Power:	36 ÷ 4
Speed:	4 ÷ 1
Agility:	99 ÷ 11

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Stealth:	18 ÷ 9
Power:	9 ÷ 9
Speed:	28 ÷ 4
Agility:	12 ÷ 4

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Stealth:	22 ÷ 2
Power:	12 ÷ 4
Speed:	9 ÷ 3
Agility:	90 ÷ 9

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Stealth:	8 ÷ 2
Power:	24 ÷ 3
Speed:	18 ÷ 3
Agility:	45 ÷ 5

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Stealth:	48 ÷ 6
Power:	99 ÷ 9
Speed:	48 ÷ 4
Agility:	27 ÷ 3

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Stealth:	44 ÷ 4
Power:	42 ÷ 6
Speed:	27 ÷ 3
Agility:	88 ÷ 11

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Stealth:	24 ÷ 4
Power:	66 ÷ 11
Speed:	54 ÷ 6
Agility:	21 ÷ 3

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Stealth:	42 ÷ 6
Power:	21 ÷ 3
Speed:	36 ÷ 9
Agility:	66 ÷ 6

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Card 1

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Stealth:	84 ÷ 7
Power:	42 ÷ 6
Speed:	7 ÷ 7
Agility:	9 ÷ 9

Card 2

MATHS TOP TRUMPS

Stealth:	81 ÷ 9
Power:	35 ÷ 7
Speed:	63 ÷ 7
Agility:	60 ÷ 5

Card 3

MATHS TOP TRUMPS

Stealth:	132 ÷ 12
Power:	8 ÷ 8
Speed:	108 ÷ 12
Agility:	60 ÷ 12

Card 4

MATHS TOP TRUMPS

Stealth:	110 ÷ 11
Power:	72 ÷ 9
Speed:	42 ÷ 6
Agility:	84 ÷ 12

Card 5

MATHS TOP TRUMPS

Stealth:	108 ÷ 108
Power:	72 ÷ 12
Speed:	77 ÷ 11
Agility:	96 ÷ 8

Card 6

MATHS TOP TRUMPS

Stealth:	84 ÷ 7
Power:	72 ÷ 6
Speed:	64 ÷ 8
Agility:	63 ÷ 9

Card 7

MATHS TOP TRUMPS

Stealth:	84 ÷ 12
Power:	96 ÷ 8
Speed:	18 ÷ 9
Agility:	144 ÷ 12

Card 8

MATHS TOP TRUMPS

Stealth:	121 ÷ 11
Power:	63 ÷ 9
Speed:	40 ÷ 8
Agility:	96 ÷ 12