

TOP TRUMPS

Here is an activity based on the traditional top trumps game, designed around the topic of animals, allowing pupils to practise numbers whilst at the same time using the vocabulary of characteristics associated with animals.

This activity can be used in 6ème, for example after teaching pets and animals. For the game to run smoothly it is advisable to pre-teach the vocabulary of characteristics. Some blank templates could also be included for pupils to make extra cards of their own and the idea can of course be adapted and used for lots of different topics.

Object of the game : to win all the cards

Number of players : 3

Materials : 18 cards per group (preferably laminated)

Rules :

The game is played as follows : all the cards are dealt as equally as possible to the players and the players hold their cards in a face up stack so that they can see their first card only and the other players cannot see their card. The starting player - normally the player to the left of the dealer - chooses one attribute - for example height. Everyone then reads out the value of that attribute on their first card, without showing the card, and whoever has the highest value wins all the first cards, collects them and places them at the bottom of their stack.

Whoever won the cards then chooses any attribute to read from their next card, and again whoever has the highest value of this attribute on their top card wins the cards and has the next turn. This continues for as many turns as necessary, and players drop out of the game as they run out of cards. Whoever eventually manages to collect all the cards wins the game.