



Dee Valley People Past and Present: Character Top Trumps

Teacher Guidance Notes

Learning Objective	Success Criteria
To use my mathematical knowledge to successfully play the Top Trumps game.	 Follow the rules to play the game with my peers. Read the information about each character to broaden my knowledge and support other areas of learning.
Time needed for activity	60 minutes
Location	Classroom
Resources and Equipment	Printed Character Top Trumps cards
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Brief for Teacher

Starter Activity

This **Character Top Trumps** game helps you to understand the people in both the past and present that have shaped the landscape of the Dee Valley.

You can find out more and explore these people in the following educational activities:

- Famous Artists
- Character Fact Sheets
- The Ladies of Llangollen
- Thomas Telford
- Who Built the Aqueduct Role-play
- Dee Valley Artists
- Travel Writers





Activity Instructions

Character Top Trumps

Players: 2 - 6

Resources: Printed Character Top Trumps cards

How to Play:

- Shuffle the cards and share them face-down between the players.
- Players hold the cards in their hand with only the top card showing.
- The player left of the dealer starts. This player chooses the stat they wish to play, usually the highest stat the player has on the card. They then say out loud the stat name and its value e.g. "Dee Valley Date, 1798".
- Players go around in a circle, calling out their values for the same stat. The winner is the player who had the highest value stat of all the players.
- The player with the highest number collects up all the other players' cards and puts them along with their top card at the bottom of their pack.
- Players repeat rounds in a clockwise order, until finally one player has won all the cards.
- If the highest value stat is shared by one or more players, all the cards go in the middle and the next round begins. This repeats as many times as players' stats draw. If a player wins the next round, they win all the cards in the middle.

Extension Activities

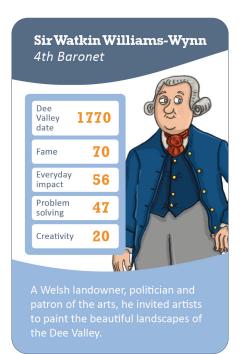
Environmental Score:

- Come up with an **Environmental Score** for each of the characters. The pupils can find out more about the characters through some of the other activities suggested in the learning bundles.
- Work in groups to discuss the environmental scores for each of the characters, you could even include write the score onto the playing cards and play the game again.

Maths challenge:

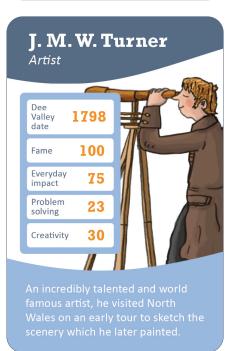
- You can make the game more challenging by adding on a maths challenge. The players will need to be in pairs or groups of similar ability.
- In advance, the teacher can determine the ability for the players e.g. Super or Mega level on or use the blank version to differentiate the game further.
- For each statistic that is read out, the players must do the addition or multiplication as suggested on the challenge card and read out the answer to the other players.

Looking for more learning resources and information?



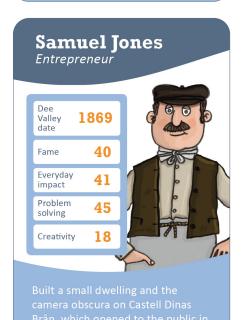


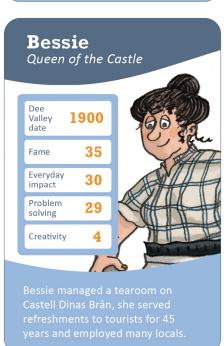


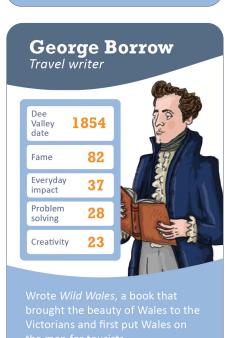






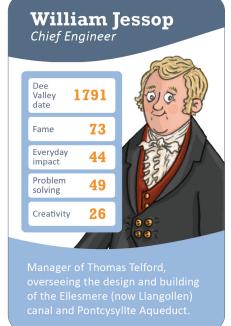


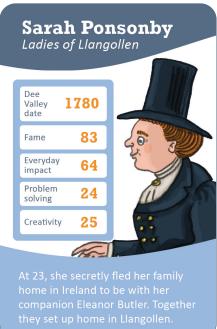


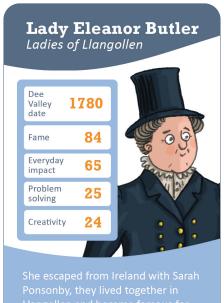


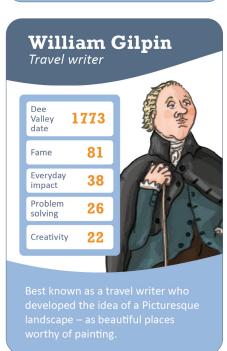






























My job is to work with farmers to help them improve upland habitats and reduce the risk and impact of wildfires.

