

CARD GAME

Level	3 (Age group 11 – 14)
Resources Required	Paper, Pencil, Numbered cards
Alternate Options for the Resources	To make the numbered cards, follow the instructions below: <ol style="list-style-type: none"> 1. Draw rectangular cards approximately the size of your palm with a ruler 2. Cut 10 of these cards 3. Number each card from 1-10. 4. Repeat steps 1-3 thrice to create a total of 30 cards. There should be 3 cards of each number from 1-10. 5. Shuffle the numbered cards thoroughly to randomize them.
Strand Covered	Data handling
Targeted Skills	Practice mean, median and mode
Inspired by	Education.com
Time Required	Set up time 20 minutes (to prepare the numbered cards) Game time 15 minutes
Previous Learning Required	Know how to calculate mean, median and mode Know addition, subtraction and division
Support Required	Medium support

Rules of the Game:

Goal	Have the highest score by the end of the game. The score is determined by adding up the answers of each of the 3 rounds.
Rules	<ol style="list-style-type: none"> 1. Once 7 cards are distributed to all players (7 cards each), they are not allowed to exchange them with any of the remaining cards. 2. Players are not allowed to change their answers. For every wrong answer, the score for that round will be 0. 3. Calculators are not allowed.
Steps	<p>Note: This game is designed for 3 players.</p> <p>Step 1: From the 30 numbered cards, distribute 7 random cards to each of the 3 players. Also give each player a paper and a pencil for calculations.</p> <p>Step 2: Once all 3 players have their 7 cards, start the game. During the first round, ask each player to calculate the mean of their 7 numbers. Each player's answer is his/her respective score for this round. Convert fractional answers into decimals and round off to the nearest hundredth</p>

	<p>Step 3: During the second round, ask each player to calculate the median of their 7 numbers. Again, each player's answer is his/her respective score for this round.</p> <p>Step 4: During the third round, ask each player to calculate the mode of their 7 numbers. Again, each player's answer is his/her respective score for this round. If a player has two or more modes, he/she will consider all the modes in his/her calculation</p> <p>Step 5: Total each player's score from the 3 rounds. The player with the highest total wins the game.</p> <p>Note: For each incorrect answer, the score for that round will be 0.</p>
Variations of the Game	Use 2 digit numbers to number the cards to make calculations more complex
Simplification	<p>Use smaller numbers from 1-5 and/or fewer cards (e.g. 15 cards with 5 numbers repeated three times each, and each player gets 5 cards)</p> <p>Allow players to change their incorrect answers</p>