

Animal Top Trumps

Pick 12 or more of your favourite animals. Making sure that you have a really good mixture of different animals (mammals, fish, birds, insects).

Cut out 12 pieces of paper or card around a postcard size.

Start to draw pictures of these animals and think of 5 different categories that can be used for all of the animals like size, strength, creepiness, scariness, number of limbs. Give them each a score out of 10.

If you are feeling really imaginative make up some mythical creatures!

Once you have all your cards with pictures of your animals and the 5 different categories along with that animal's score, divide the cards evenly between the players.

Each player holds their cards so that they can see the top card only. The first player starts by reading out a category from the card (e.g. 'Legs, value 5'). The other players then read out the same category from their cards. The one with the best or highest value wins. That player collects all the top cards, including their own, and moves them to the bottom of their pile. It is then their turn again to choose a category from the next card. If two or more cards share the top value, or data is not available for that particular subject, then the two cards are placed in the middle and the same player chooses again from the next card.

The winner of the hand takes the cards in the middle as well. The person with all the cards at the end is the winner.

What you will need?

Pens or Pencils

Paper or Card

Scissors

How do I gain credits for this Children's University activity?

Simply take part in the activity and evidence your wonderful work. Make a note of the special 'Activity Stamp Code' at the bottom of this page and take it into school. If you have a Passport to Learning call the Activity '*Enrich Education Online*' and write down the activity code in the '*Stamp of Approval*' section.