

TOP TRUMPS

AFTER SCHOOL CLUB

Everybody loves Top Trumps. They're fast-paced, super competitive and easy for anyone to pick up and enjoy. They're also a great tool for teaching and learning; whether it's teaching kids the size of predators or the rarity of penguins, we know that kids love to learn heaps of amazing facts and stats through Top Trumps!

AFTER SCHOOL CLUB

A Top Trumps After School Club should be primarily focused around fun and gameplay, but will incur some education activity too while they play with the cards. There are no hard and fast rules as everyone knows how to play Top Trumps and if they don't, it's super easy to learn how to play

AGE GROUPS

Top Trumps is enjoyed by both boys and girls from 6-11 years
It is suggested that the first Top Trumps club is open to Years 2, 3 and 4

NUMBERS

It is up to the teacher how many children attend the club, but we recommend 12 – 18 children per session

SESSIONS

Every week the sessions should take a similar format, but should vary slightly from week to week to keep interest.

SESSION PLAN

(Ideas for the first 2 weeks...)

WEEK 1	Intro Introduction to Top Trumps and how to play
	Discussion Talk about all the packs the children already have and the new ones out there Q & A about Top Trumps What are the children's favourite packs and why?
	Activities 1) Children get into groups of 2s and 3s and play Top Trumps using their choice of packs provided 2) Hand out Top Trumps card templates (found in the online resources) and ask children to create their own Top Trumps pack and character card, then encourage them to come up with statistics and categories
	Next week Encourage children to bring in their own pack of Top Trumps next week (or if not, they can choose a new pack from the selection)
WEEK 2	Warm up Quick game of Hi-Lo Top Trumps (instructions found on the online resources)
	Discussion Who has bought in what packs of Top Trumps Introduce the new Top Trumps Turbo game and explain the rules. Children can see their own packs they've brought in to play with
	Activity 1) Split group into teams of 2 or 3 groups of 6 (max) and teams play Top Trumps Turbo. Allocate points and record scores. At the end of the term, there could be a prize for the highest score 2) Children continue working on creating their own Top Trumps cards