

# World Cup Maths Trumps

## Objective

Identify equivalencies between (common) fractions, decimals and percentages (N1/L1.3, N2/L2.2)

 <b>England</b> Goalkeeper: $\frac{1}{10}$ Defence: $\frac{5}{20}$ Midfield: $\frac{8}{25}$ Attack: $\frac{3}{20}$	 <b>South Africa</b> Goalkeeper: $\frac{1}{10}$ Defence: $\frac{5}{20}$ Midfield: $\frac{8}{25}$ Attack: $\frac{3}{20}$	 <b>Mexico</b> Goalkeeper: $\frac{8}{20}$ Defence: $\frac{5}{20}$ Midfield: $\frac{4}{25}$ Attack: $\frac{10}{25}$	 <b>Uruguay</b> Goalkeeper: $\frac{1}{10}$ Defence: $\frac{5}{20}$ Midfield: $\frac{4}{25}$ Attack: $\frac{29}{20}$
 <b>France</b> Goalkeeper: $\frac{4}{10}$ Defence: $\frac{11}{20}$ Midfield: $\frac{7}{25}$ Attack: $\frac{5}{20}$	 <b>South Korea</b> Goalkeeper: $\frac{1}{10}$ Defence: $\frac{11}{20}$ Midfield: $\frac{9}{25}$ Attack: $\frac{8}{20}$	 <b>Nigeria</b> Goalkeeper: $\frac{3}{10}$ Defence: $\frac{11}{20}$ Midfield: $\frac{10}{25}$ Attack: $\frac{17}{20}$	 <b>Brazil</b> Goalkeeper: $\frac{1}{10}$ Defence: $\frac{11}{20}$ Midfield: $\frac{10}{25}$ Attack: $\frac{8}{20}$

## Resources

One set of 32 cards per group (2 - 4 people).

Print cards from Excel spreadsheet and laminate.

You may need to alter the page breaks (Print Preview - Page break) depending on your printer set up.

## How to play

- Shuffle the cards and then deal them to players (minimum of 2 players). Players hold their cards so that they can see only the top one. Decide who is to take the first turn.
- The player whose turn it is looks at the card on top of her hand and selects the value which she thinks is the highest. She then says the category name and the corresponding value.
- The other players compare this value to the value on the top card of their hand.
- The player with the highest value wins the card(s) from that round and puts them to the back of their hand.
- The winner of each round takes the next turn.
- A player is out when they have no cards left.
- The winner is the player who wins all the cards. If a game is cut short, the winner is the player with the most cards.

Other subjects for which the cards have proved useful are order of operations, mental maths and rules of powers.

**Note:** you may need a calculator for some of the more tricky fractions.