Top Trumps: Iditarod Musher Edition

Developed by: Jen Reiter, 2014 Iditarod Teacher on the Trail™, Created February 2017

Discipline / Subject: Math

Topic: Place Value Review

Grade Level: 2-5; others with modification

Resources / References / Materials Teacher Needs:
Top Trumps rules: http://www.toptrumps.com/how-to-play-top-trumps/
Part One:
- Card Template
- Musher Bios http://iditarod.com/race/2017/mushers/ , Media Race Guide http://iditarod.com/resources/press-media/media-registration/

Part Two:
- Station Scoot Cards
- Recording Sheet
- Set of Student Created Top Trumps: Iditarod Musher Edition cards

Part Three:
- Top Trumps: Iditarod Musher Edition deck
- Game Direction Card

Lesson Summary:
After choosing their musher to track during the race, students will create a Top Trumps: Iditarod Musher Edition card to display data about their musher. The students will then complete a Vet Scoot using the data on the card to review place value skills. The game can then be used at a center or during free time following the traditional Top Trumps Rules.

Standards Addressed: (Local, State, or National)
Common Core:
CCSS.MATH.CONTENT.2.NBT.A.3
Read and write numbers to 1000 using base-ten numerals, number names, and expanded form.
CCSS.MATH.CONTENT.2.NBT.A.4
Compare two three-digit numbers based on meanings of the hundreds, tens, and ones digits, using >, =, and < symbols to record the results of comparisons.
CCSS.MATH.CONTENT.3.NBT.A.1
Use place value understanding to round whole numbers to the nearest 10 or 100.
CCSS.MATH.CONTENT.4.NBT.A.2
Read and write multi-digit whole numbers using base-ten numerals, number names, and expanded form.
Compare two multi-digit numbers based on meanings of the digits in each place, using >, =, and < symbols to record the results of comparisons.
CCSS.MATH.CONTENT.4.NBT.A.3
Use place value understanding to round multi-digit whole numbers to any place.

Learning Objectives:	Assessment:
TLW use data found on a data chart to create a Musher Top Trumps Card. TLW use data found on game cards to review place value skills.	Students can be assessed on: • The creation of their musher card • The recording sheet from the Vet Scoot activity

Procedural Activities:

Part One:
- Once the students have chosen their musher to track during the Iditarod, show them the Top Trump card template. If they are unfamiliar with the game, you may have to briefly review the rules.
- Each student will then create a Top Trumps card for their musher. They can locate the data either through the musher profiles on Iditarod.com (have them click "View Full Career In the Archives" on the biography page for more details). The cards can be created electronically using a template, or by hand on paper copies. **Digital template note: When you try to paste a photo in, it will default to going BEHIND the card. Just right click on it and format it to be a square and it should pop right into place.
- The teacher will need to print the cards to create Top Trumps: Iditarod Musher Edition decks for the remaining sections.

Part Two:
- As a fun way to review Place Value skills and to introduce the concept of the vet book and dog tags, set up the Vet Book Scoot activity for the kids.
- There are 16 questions cards, each labeled with an Iditarod dog tag. Put the cards in desks or on the floor in two rows of 8 (like a team would be lined out).
- Each student will start seated at a question card with his or her recording sheet. The recording sheet is the front page from the vet book where the dogs' names are assigned to a dog tag letter. You may want to show the students the photo of the dog tags. The Roman numeral on one side of the tag indicates the year of the race. The number on the other side is the start or bib number of the team. The letter indicates which dog in the team the tag belongs to. In this way, the vets can use the vet book to communicate with each other about specific dogs in the team. Since mushers move dogs around within the team, having each dog indicated by a letter on their tag makes it easy to organize the information about each dog. ***Note: There are no tags for letters I and O – perhaps because they look too much like digits?
- On the teacher's signal, the students will answer the question on their question card in the appropriate spot on their recording sheet. For example, if they are at spot 11C then they need to write on line C of their sheet.
- On the teacher's signal, the students "scoot" to the next card and complete the problem. This pattern continues until all students have completed all questions.
- If your class has more than 16 kids, you may need to have a "basket" or "sled" spot where the kids can take a break for a scoot or two.

Part Three:
- The Top Trumps: Iditarod Musher Edition decks can be used following the "regular" rules as a free time, center, or early finisher task.

Materials Students Need:

Part One:
- Card Template (could be digital or paper copy)
- Musher Bios http://iditarod.com/race/2017/mushers/ , Media Race Guide http://iditarod.com/resources/press-media/media-registration/

Part Two:
- Recording Sheet

Part Three:
- Top Trump: Iditarod Musher Edition deck
- Game Direction Card

Technology Utilized to Enhance Learning:
- Iditarod.com as a research tool
- Cards could be created using digital template provided by the teacher – students could create and turn in their cards to their teacher via Google Drive to printed

Other Information:

Modifications for Special Learners/ Enrichment Opportunities:
Students could also use the data found on the cards to:
- Create their own place value based questions
- They could create number sentences based on the data (ie – How many top ten finishes do Aliy and Jeff have combined)
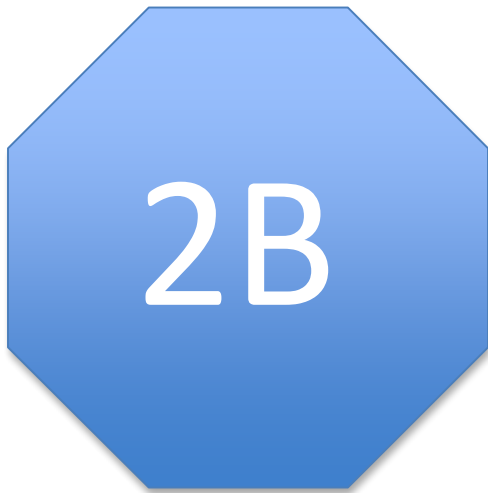- Students could design a back for the cards that matches the Iditarod theme

Additional Information
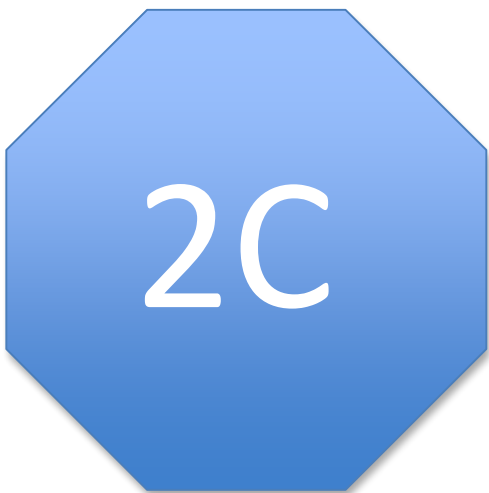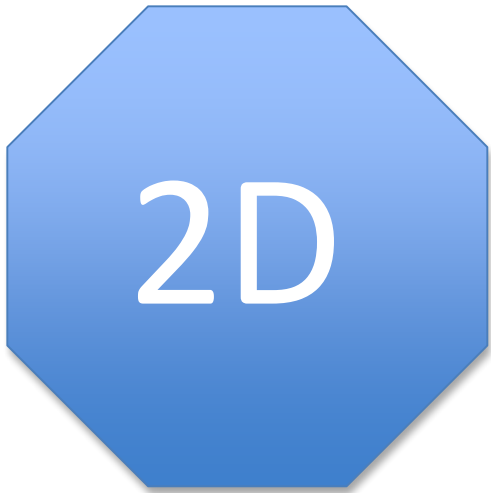
Iditarod Dog Tags

2A What is the value of the digit in the thousands place in the Total Iditarod Prize Money for this musher?

2B Which one of these two mushers has won the greater amount of prize money?

2C Write this musher's total prize money in expanded form.

2D Write this musher's age in word form.

2E Round this musher's total Iditarod prize money to the highest possible place.

2F Which one of these two mushers first race was in the earliest year?

2G Write this musher's total Iditarod prize money in expanded form.

2H Round the year of this musher's first Iditarod to the nearest decade (tens place).

2J What is the difference in these two mushers' ages?

2K How many times did this musher run the Iditarod that without finishing in the top ten?

2L Write the year of this musher's first Iditarod in word form.

2M Write this musher's total Iditarod prize money in standard form.

2N

What is the value of the digit in the tens place in the year of this musher's first Iditarod race?

2P

What place is the 8 in on this card?

2Q

Write the year of this musher's first Iditarod in word form.

2R

What place is the four in on this card?

Top Trumps: Iditarod Musher Edition Rules

1. To begin the game, shuffle and deal out all the cards face down.

2. All player look at their top card.

3. The first player chooses a category and reads the data aloud.

4. The other players then read out the same piece of data.

5. The player who has the best or highest value wins and collects all of the cards from that round and places them at the bottom of their hand.

6. The winner of the round starts the next round.

7. If more than one card shares the top value, then all the cards from that round are placed in the "drop bag" in the middle of the table. The winner of the next round gets all the "drop bag" cards as well!

The person with the most cards at the end is the winner.

Mike Kenney