

## Introduction

This *Top Science* set is an easy-to-play card game that introduces pupils to different careers. The cards are designed to be of use for both KS4 and post-16 option decisions.

The cards are a useful stimulus for discussing with pupils the criteria they could research when considering career options.

## Running the activity

### Game 1

Pupils traditionally play *Top Science* in pairs. Cards need to be printed and laminated prior to use. Cards are shuffled and dealt face down. Pupils should not change the order of their cards. They take it in turn to nominate a category that their card scores highly in. If their value beats their opponent's, they win the card. This continues for each successive card until one player has won all the cards and hence the game. In some cases a category is not applicable for a card. The player should then select an alternative category.

The game consists of 34 cards. An additional card describes the categories for pupils.

### Game 2

Pupils lay the cards face down and shuffle. They then select five cards that interest them, using only the information on the back of the card. When they have made their choice they may turn over the cards. They may be surprised at what they have opted for, and at what they have turned down.

## Safety

Not applicable.

## Where the activity fits in

Option choice discussions.