

Introduction

Top Science is an easy-to-play card game that introduces pupils to common elements. Whilst some of the information will clearly be more appropriate to older pupils, the language is simple enough to allow flexibility of use with pupils aged 11+. It could also provide older pupils with a starting point for further study.

Running the activity

Pupils 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.

Safety

Not applicable.

More ideas

- One card can be selected for more detailed research.
- Pupils produce a card of their own for a new organism. Forward these to the ASE Science Year team. We will select the most creative and well-researched card, and produce it to the same specification as the pack.
- Pupils can use the game for revision to review atomic structure.

Learning outcomes

Pupils should know that:

- Elements can be characterised by their physical properties, which vary widely.
- Elements are shown in the periodic table and consist of atoms, which can be represented by symbols.
- Atomic structure is communicated by atomic mass and atomic number.

Prior learning

An awareness of the periodic table and atoms as units of matter.

Where the activity fits in

Throughout chemistry units age 11+.

Skills

Vocabulary, communication.