



It's in the Cards

Finding Range, Mean, Median, Mode with playing cards

Materials:

- One deck of cards for every 2 students. (A group of 4 students can play using 2 decks.)
- Only use only A to 10, A=1
If you wish to use larger numbers, you can add Jack = 11, Queen = 12, King = 13
- Score sheet

How to Play:

- Each of the 3 or 4 rounds involves a different concept.
- Cards are shuffled before each game
- Each game has 2 parts (The first with 7 cards per student and the second with 8 cards)
- The winner is the one who gains the most points at the end of the fourth round.

Round 1:

- Seven cards are dealt to each player
- Students arrange their cards in sequential order.
- They determine the median card.
- They get points equal to the value of the median.
- 8 cards are dealt to each player and the same process is followed.

Round 2:

- Seven cards are dealt to each player
- Students arrange their cards in sequential order.
- They determine the range.
- They get points equal to the value of the range.
- 8 cards are dealt to each player and the same process is followed.

Round 3:

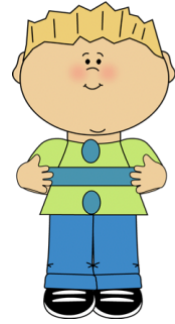
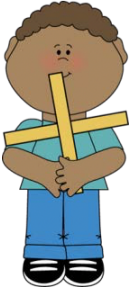
- This round is played the same way except that students look for the mode.
- If there is one mode the student gets the points equal to that number.
- If there is more than one mode the student gets the sum of the modes.
- If there is no mode the student gets zero for that round.

e. Play continues as above

Round 4:

- Seven cards are dealt to each player
- Students arrange their cards in sequential order.
- They compute the mean.
- They get points equal to the value of the mean.
- 8 cards are dealt to each player and the same process is followed.

At the end of the game, students total all points to see who is the winner.



Round 1 – Median _____ 7 cards _____ 8 cards

Round 2 – Range _____ 7 cards _____ 8 cards

Round 3 – Mode _____ 7 cards _____ 8 cards

Round 4 – Mean _____ 7 cards _____ 8 cards

Total Points _____ Player 1 _____ Player 2