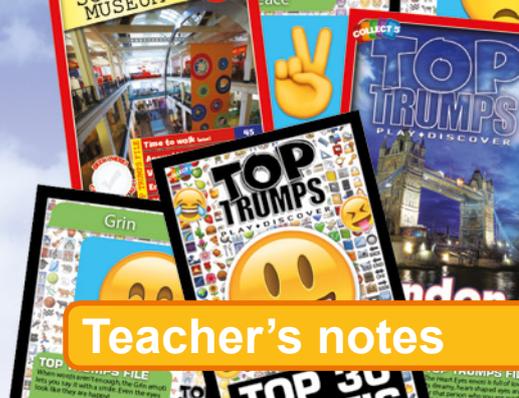


London

How to play the game



Teacher's notes

Age: All

Level: All

Time: 30 minutes +

Lesson focus: understanding the Top Trumps cards, categories and game-play

Language focus: useful expressions for playing the game; comparatives and superlatives

Materials: Cut-out packs of Top Trumps London cards (optionally, get the students to do this at the start of the lesson). The ideal number of players is two to four per pack so you will need to prepare enough packs for your class to play with.

a trump or trump card: noun [countable] /trʌmp/ a card belonging to the suit (=one of the four types of cards) that players decide will be worth the most in a card game

to trump: verb [transitive] /trʌmp/ to win or to succeed, for example in sports or business, because you have an advantage that your opponent does not have

www.macmillandictionary.com

The aim of the game

Top Trumps London is a card game in which each card contains a short list of information about a specific tourist attraction in London. Players compare this information and try to win cards from their opponents.

The cards

This Top Trumps set is made up of 30 original cards. Each card contains information about a different London attraction. The information on each card provides you with:

- the name of the attraction
- the nearest tube station
- a photo
- a short text

- five categories and a number or amount (score) for each category

The short text is different on each card and contains information about what you can see or do at that attraction, its history and other peculiarities. All of the attractions are real buildings, places or vehicles in London. A range of attractions are shown, from small museums to large palaces.

The five categories

The five categories are the same on each card. The numbers or amounts given for each category are different on each card and apply only to the attraction on that card. The categories are important for playing the game.

Time to walk (mins): This category tells you how long it takes to walk to the attraction from central London, taking Trafalgar Square as a starting point. In this category, the time ranges from 0 minutes (Trafalgar Square) to 180 minutes (Wembley Stadium). When playing the game, the shortest time wins. So for example, London Aquarium (15 mins) will trump (i.e. beat) London Zoo (45 mins).

Annual visitors: This shows the average number of visitors (in millions) who go to that attraction each year. The card featuring the highest number of visitors wins. If the card shows that the visitors are 'countless', this means that the number is extremely high. So, for example, West End Theatres (countless visitors) will trump Royal Albert Hall (1.7 million visitors).

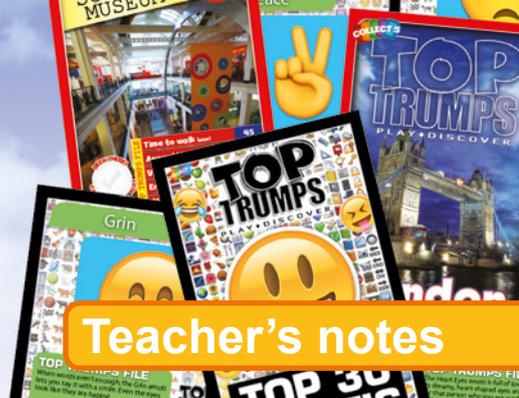
Year established: This category shows how old the attraction is. It ranges from the year 1078 to the more recent 2012. The winning card in this category is the one with the highest number, meaning the most recent attraction wins. For example, Hamleys was established in 1981, which means it would beat Madame Tussauds which was established in 1835.

Entry fee: This figure shows us how much it costs to buy a ticket to enter or use the attraction. The cost is shown in pounds and it ranges from £0 (many of the attractions are free) to £45. In this category, the cheapest price wins so it is preferable to have a card with a low number. For example, Westminster Abbey costs £18 to enter, so it will trump the London Eye which costs £30.

Global Icon: This score shows how famous and iconic the attraction is for tourists. The higher the score, the more famous the attraction. Scores range from 3 to 10. In this category, the highest number wins. For example, Big

London

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Ben has a score of 10, so this will trump Tate Modern which has a score of 8.

Strategy tips

- Remember that it depends on the category whether it is the highest or the lowest number which wins. The highest number wins for: Annual Visitors, Year Established and Global Icon. The lowest number wins for: Time to walk and Entry fee.
- Do not reveal the details of the category ranges to your students. As they play the game, they will gain more knowledge of the cards and will be able to play more strategically as they get to know the categories.

How to play (and win) the game

The minimum number of players is two and the maximum is six. The ideal number is three or four players.

Easy version

- Shuffle the cards and deal them all out, face down, to the players.
- Each player holds their cards face up in the palm of their hand. The players may only look at their top card.
- The game proceeds clockwise. The player to the left of the dealer starts by reading out a category from their top card, e.g. 'Year established: 1676'.
- The other players then read out the same category from the card that is at the top of the pile in their hand.
- Depending on the category (see above), the player with the highest or the lowest number wins all the cards in that round and places them at the bottom of their pile.
- The player who won that round starts the next round.
- If two cards have the same value, the round is drawn and there is no winner. Place all the cards in the middle. The winner of the following round wins these cards too.
- If one player has a value of 'n/a' in the chosen category, this also means that there is no winner. Place all the cards in the middle. The winner of the following round wins these cards too.
- The game ends when one player has won all the cards.

Advanced version

Play the game as above, but instead of just reading the category and score, put them into (grammatically correct) sentences, e.g.

It takes 30 minutes to walk from the centre to Shakespeare's Globe.

Wembley Stadium gets an average of about 2 million visitors annually.

The Science Museum was established in 1857 so it has existed for over 150 years.

It's quite expensive to go to a show at the Royal Albert Hall – the average ticket price is £41.

The London Eye has a global icon score of 10 which I think is pretty accurate – everybody has heard of it.

Language practice

Playing the game provides a great opportunity to revise comparatives as they appear and are required. With lower-level students especially, remind them of the most common structures and their negative forms before you start the game:

(not) higher than = the comparative form of the adjective + than

(not) as much as = as + adverb + as

(not) much more than = adverb + the comparative form of the adjective + than

Periodically (or if you hear the structure being used incorrectly), pause the game and ask the students to compare the information on the top card in the pile they are each holding, e.g. *It takes longer to walk to Wembley Stadium than to Big Ben, or Tate Modern isn't as old as Buckingham Palace.*

After making comparisons, the students could make superlative sentences from the information they have just discussed, e.g. *Wembley Stadium is the most expensive attraction to visit, or HMS Belfast has the lowest number of annual visitors.*

Note: For the basic game, the texts provide interesting information only. For later lesson plans, they will become more important.

Useful expressions

Whose go / turn is it?

It's your go / turn.

Shuffle the cards.

Deal the cards.

I haven't got any cards left.

I've won!