

Minibeast Top Trumps



Objective

Identify, name and explore the characteristics of minibeasts



Equipment

- Enrich School Orienteering Maps
- Minibeast Top Trumps Cards



Preparation

- Prior to the start of the lesson, you will need to visit each control point you are planning to use and place a number of different Minibeast Top Trump cards at each one.
- Split the children into small groups and provide each of the groups with a clip board containing a list of minibeasts, a marker pen and an Enrich School Orienteering Map. Point out the map's main features e.g. out-of-bounds, start / finish point and control points.



Instructions

- Each group use their map to navigate the school's grounds and visit different control points. At each control point, there will be a number of different Minibeast Top Trump cards. The groups must collect all 21 cards and return to the start / finish location.
- Different children within the group should take it in turns to navigate the map, making sure they do not collect duplicate top trumps cards as they visit control points.
- Once the groups arrive back at the start location, groups can play Minibeast Top Trumps against each other.
- To start the Top Trumps game, each group must shuffle their cards and place them face up. The top card should be the only card that is visible but should be hidden from other groups. The group that finished collecting the cards first starts by reading out a category from their top card (e.g. Legs, value 5). The other groups then read out the same category from their cards.
- The group with the best or highest value wins, and that group collects all the top cards, including their own, and moves them to the bottom of their pile. It is then their turn again to choose a category from the next card. If two or more cards share the top value, or data is not available for that particular subject, then the two cards are placed in the middle and the same group chooses again from the next card. The winning group takes the cards in the middle as well.
- The group with all the cards at the end is the winner.



Other information

- After the children have played Minibeast Top Trumps, discuss the characteristics of the different minibeasts on the cards and relate them to their classifications, e.g. insects have 6 legs, molluscs have no legs etc.

