

Teaching notes

In the game Top Trumps, every trump card has a list of categories, each of which is given a numerical value. The aim of the game is to compare these values in order to beat or 'trump' opponents' cards.

The idea here is that each Top Trumps card is based on a group of historical figures, countries, organisations, governments etc. They have been left blank for you to insert your own headings, but if you're stuck for ideas or want to see how we've already used the top trumps idea, please look at the following ready-made activities already on the Teachit History site. Search for:

- Pre-First World War European countries top trumps
- Tudor and Stuart top trumps

Each heading will be awarded a numerical value. For example, under historical figures you could create a 'popularity' heading, or a 'military skills' heading etc.

Overall score:

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