

Week 7

Good Food & Digestion

Task:

Create a fishy Top Trump card to play Top Trumps with your classmates. Visit our Databank and choose a fish for your card. Record its name and add some notes to your card about your fish from the information on its website profile. Then for each of the characteristics listed, score your fish between 1-50 and write it next to the characteristic. But note the total of your 5 characteristics should not add up to more than 50 so you can't put 50 in for all the characteristics.

Fishkeeper Fry Top Trumps

Name:

Maximum size	/50
Speed	/50
Colour	/50
Cuteness	/50
Friendliness	/50

Care notes:

When your class has completed their cards, you can play Fishkeeper Fry Top Trumps with your classmates. Who will win all the cards?

- The game is for 2 or more players. The aim of the game is to win all your class's cards by choosing your best rating/score trumping or beating your opponent's cards.
- To start with work with your partner. Choose your best rating from your card (usually the highest number) and declare it to your partner.
- Your partner should then read the corresponding number on their card. The player with the best or highest score wins and takes the card. The winner then repeats the process with the winner of another set of partners. with the process being repeated, each time the winner takes the lower card. The winner is the person at the end of the game with all the cards.
- The player who has won all the class cards at the end of the game is the winner.

Our databank has some of the information you'll, but you'll need to research the rest:

<https://www.fishkeeper.co.uk/help-and-advice/freshwater/> and <https://www.fishkeeper.co.uk/help-and-advice/marine/>

