

Worksheet 3: Choosing a lineup

My team is called _____

Give your team a name, then follow the instructions given to you on how to choose your starting lineup. For each player you put to the test, record the result for each decision tree.

If at least **three** decision trees say '**Yes**' for one player, then that player should join your lineup. But, if **three or more** trees say '**No**', then that player will not join your team. Keep going until you have **five players** in your lineup, then **stop**.

[illegible]

Trump Card Rules

1. Find another team to play against. Both shuffle and place your team's cards face down, then pick up the top card. Read aloud the number for '**defence**'.
2. Whoever's player has the **highest** value, **wins** the round. If your number is the same as your opponents, pick another feature to compare. If you have the same player, consider that round a draw.
3. Put your card at the bottom of your pile, and note whether you won, lost, or drew in the table.
4. Pick up the next card on top of the pile. The winner picks the next feature to be compared – speed, defence, accuracy, or stamina. In the case of a draw, start again with the defence number.
5. Keep going until all five players have been played. Whoever won the most rounds, wins the game. Find a new opponent and play again.

Opponent Team Name	My Top Trumps Round Result					My Final Result
	1	2	3	4	5	
<i>e.g. Ri Rovers</i>	Won	<i>Lost</i>	Won	<i>Lost</i>	Won	<u>Won</u>
<i>e.g. Science Shooters</i>	<i>Won</i>	Lost	Lost	<i>Drew</i>	<i>Drew</i>	<u>Lost</u>

The number of games I won is: _____