

	Top Trumps
Linguistic level (CEFR)	From A2
Game objective	Win all opponents' cards by comparing numerical statistics for different thematic elements.
Rules	<ul style="list-style-type: none"> - Each player receives an equal number of cards from the deck. - Cards remain face-down in a stack in front of each player. - Players take turns looking only at the top card of their own stack. - The active player chooses a category/statistic from their card and declares the value (e.g., "The height is 324 meters"). - All players reveal the same statistic on their cards. - Whoever has the highest value wins all cards played in that turn and puts them under their own stack. - The turn winner takes a new card and chooses the category for the next turn. - The game continues until one player wins all cards or a predetermined time limit is reached.
Number of players	2-6
Recommended age	8+ (adaptable based on content complexity)
Time (duration of a game)	15-30 minutes
Scores/how to win	The winner is whoever collects all cards or has the most cards when the time limit expires.
Game components	Top Trumps thematic card deck (cars, animals, monuments, countries, etc.)
Roles	All players participate equally, alternating in the role of "category chooser."
Relationships	Competitive, each player plays for themselves, but encourages discussions and comparisons.
Player profile	<ul style="list-style-type: none"> - <i>Context</i>: Students who need to practice comparatives, numbers, statistics, and specialized vocabulary in the target language. - <i>Skills</i>: Reading numerical data, comparison, argumentation, pronunciation of numbers and statistics. - <i>Lexical and grammatical themes</i>: Depends on the chosen deck (geography, sciences, history, sports, technology, nature). - <i>Socio-cultural context</i>: Possibility to explore cultural aspects related to the card theme (national monuments, animals from different continents, etc.).
Skills, knowledge	<ul style="list-style-type: none"> - <i>Language</i>: Comparative and superlative structures ("taller than," "the fastest," "less heavy than"), numerals, correct pronunciation of figures and units of measurement, specialized vocabulary of the chosen theme. - <i>Culture</i>: Encyclopedic knowledge on covered topics, cultural and geographical aspects, scientific or historical curiosities. - <i>Soft skills and personal development</i>: Data analysis, comparison ability, argumentation of one's choices, competition management, development of game strategies.