

MathFLIX CHALLENGE

Statistical Analysis Card Game

Rationale: Students often have difficulty differentiating mode, median, range and mean. The values for each in this game represent the difficulty of calculation.

Materials: Deck of cards, scorecard

Tournament Rules for Easy, Challenging, and Difficult variations of the game.

Easy (Use only cards ace (1) to 10.)

1. Deal 5 cards face up to each player.
2. Players should put their cards in numerical order.
3. 1 point is awarded to the player with the **highest mode**. (It is possible that no one will have a mode so no point is scored.)
4. 2 points are awarded to the player with the **highest median**.
5. 3 points are awarded to the player with the **greatest range**.
6. 5 points are awarded to the player with the **highest mean**.
7. There is a winner for each round and a grand winner for the player with the most points.
- 8.

Challenging (Add face cards. Use them as variables. Agree upon a value for each before play begins.)

Difficult (Use all cards but use them as integers: black cards are positive, red cards are negative; and jokers are 0.)

Statistical Analysis Score Card

Statistic (points)	Round 1	Round 2	Round 3	Round 4	Round 5
Mode (1)					
Median (2)					
Range (3)					
Mean (5)					
Total					

Statistic (points)	Round 1	Round 2	Round 3	Round 4	Round 5
Mode (1)					
Median (2)					
Range (3)					
Mean (5)					
Total					