



Day 9

Mean Median Mode and Range

Card Game

Materials Needed:

One deck of cards with all the face cards removed.

Paper and pencil to keep track of your score

The Math:

Mean: add up your cards and divide by 5

Median: put your cards in order from smallest to largest. The median is the card in the middle.

Mode: the number that appears most often. If you have two pairs, you have two modes. (This is called bimodal.) If you don't have any pairs, you get zero points for this category.

Range: The biggest card minus the smallest card

Game Play:

Round 1: Shuffle the deck and give 5 cards to each player. Each player must then calculate the mean, median, mode, and range of his or her cards. Add up all four statistics to arrive at a round score.

Example:

Player 1 gets these cards: 2, 3, 7, 8, 8

Player 2 gets these cards: 5, 6, 6, 9, 9

Scoring:

	Mean	Median	Mode	Range	Round 1 Total
Player 1	5.6	7	8	6	26.6
Player 2	7	6	6 and 9	4	32

Round 2: Shuffle the deck and give 5 cards to each player. Each player can select a card to discard and get a new one from the top of the deck. Scoring is the same as in round one.

Round 3: Shuffle the deck and give 5 cards to each player. Each player can discard as many cards as he or she likes and take replacements from the top of the deck. All players must have 5 cards in their hands for scoring.

Round 4: Fantasy Round! Don't hand out any cards. Each player picks any 5 numbers between 2 and 10 to be their "fantasy hand." They can't pick more than 4 of a single number because there are only 4 of each number in a real deck. Whose fantasy hand results in the highest round score?

Rounds 5 and beyond: Each player can take a turn making up a rule for a round. When you've had enough, add up all the round scores. The player with the highest total is the winner.