

# Card game

## Instructions for teacher:

Subjects: Civics, mathematics.

Materials: Playing cards.

Idea: This game aims to teach or rehearse statistical terms.

Cards are placed on a table with the image or text side up. Aim is to find right pairs. A pair consists of a concept and an explanation or a picture related to that. Game can be played either by shuffling all the cards or by keeping concepts and their explanations or pictures separated. In the first option, all the cards are put in one area and in the second option, the cards are divided into two areas. Game can be played by 2 to 4 people. Game takes about 15 to 30 minutes.

## Grades: 7.-9.

GDP (Gross domestic product) – A statistic that indicates the amount of society's total production.

RANGE – Covers the observation values from the minimum to the maximum

MEDIAN – Middle value of the data values that has been set in order of magnitude

DIFFERENT TYPES OF AVERAGES – Median, mode and mean are like that

MODE – The value that occurs most frequently in the set

INFLATION – Weakening of the value of money

INDEX – A ratio that measures change

STATISTICAL POPULATION – A set which a particular sample represents.

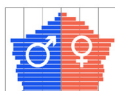
RANDOM SAMPLE – A sample chosen by a method involving an unpredictable component

PER MIL – Describes the phenomenon of population per thousand persons.

PER CENT – Describes the phenomenon of population per hundred persons.

SAMPLE – A part of the actual target group that might make it possible to get an overall picture of the entire target group's characteristics

AGE PYRAMID –



PIE DIAGRAM –

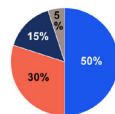
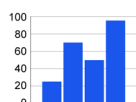


TABLE –

	2008	2009
Cars	2,700,492	2,776,664
Motorcycles	204,859	216,443
Tractors	364,334	370,565

BAR CHART –



MEAN – The average value of all the data in the set

DEFLATION – Decline in prices

HOUSEHOLD – People living permanently in the same home form this.

HYPOTHESIS – Assumption/guess



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