Mean, Median, Mode, and Range
Let's Play Cards

Before you begin…
1. Use only A through 10, deal out 7 cards to each student.

2. Arrange your cards from least to greatest.

3. Identify a score keeper.

Winner: Before you begin, determine what your winning number or goal will be for the group. Example: 25 pts.

Game 1: Find the median card. You are awarded points equal to the value on that card.

Game 2: Find the mode(s) of your cards. If you do not have any, then you are awarded the value of your highest card.

Game 3: Find the range of your cards. You are awarded the range value in points for this game.

Game 4: Find the mean or average of your cards. You are awarded points of that value.