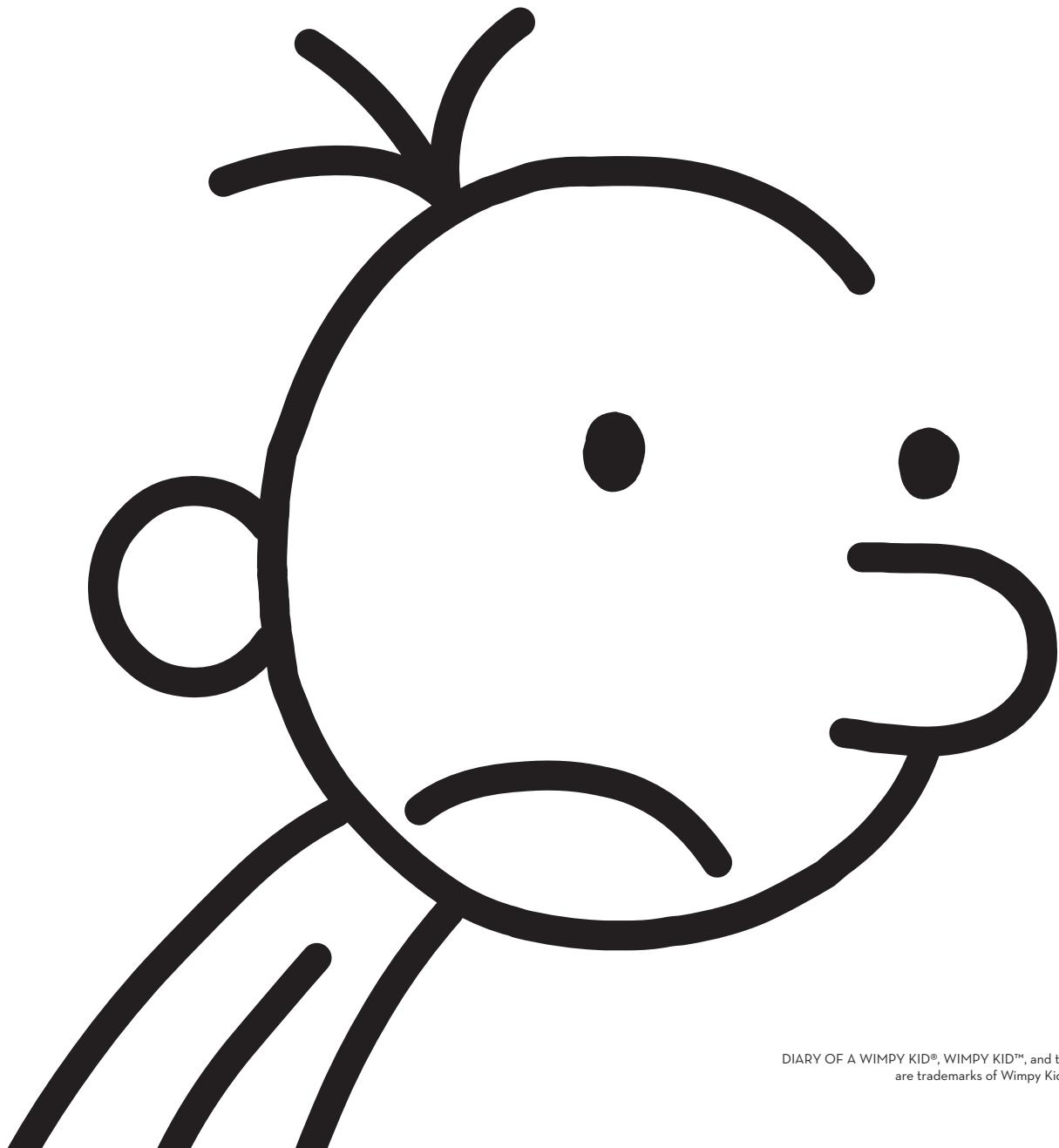


DIARY of a Wimpy Kid

TOP TRUMPS®

TEACHING RESOURCES

Follow on activity to the Wimpy Kid Election Pack resources



DIARY of a Wimpy Kid TOP TRUMPS®

Overview

This lesson plan forms a follow-on activity to the main Wimpy Kid Election Pack resources, found on the Wimpy Kid Club website at www.wimpykidclub.co.uk, where pupils can vote for their favourite book. This lesson plan can also be used as a standalone resource.

Each of the children will decide what they think are the best bits in the Diary of a Wimpy Kid books, then put these together to create their own Top Trumps cards!

When everyone has created their Top Trumps cards, the class will vote for the best moment.

An optional activity will see the class creating a Top Trumps card together, working together to vote on the scores for each Top Trumps category.

At the end, we will create a Top Trumps card set and play the game!

Aims:

- To decide on the best moments and 'schemes' in the books
- To create Top Trumps cards, ranking these schemes against specific criteria
- To vote on the best Top Trumps card moment
- To create a Top Trumps card pack and play the game!

Resources:

1. Step-by-Step Guide
2. Schemes Help Sheets
3. Designing Your Top Trumps Cards: What to Do to Be the Best!
4. Top Trumps Cards Templates
5. Voting Together (optional activity)
6. Ballot Papers & Results Grid
7. Top Trumps: Judgement Time!
8. Play the Game!



DIARY of a Wimpy Kid TOP TRUMPS®

Step-by-Step Guide

1. Children choose their favourite 'scheme' from the books - this could be from memory, by referring to one of the books in the school library, or by using one of the examples on the Schemes Help Sheets. Pupils could discuss and mind map their favourite ideas, thinking back to discussion of lesson 3 of the main Wimpy Kid Election Pack resources ('ranking key events' and 'identifying the best bits'), as a way into this activity.
2. Teacher shows example Top Trumps card and talks though criteria. The teacher could model this with a scenario from the Schemes Help Sheets or using the Top Trumps example images:

Originality:

This is a measure of how unique the scheme on the card is. Is it something totally original, or an old classic that never dates? (0 - 25)

Effectiveness:

This measures whether the scheme on the card worked or not. Not all of Greg's schemes go to plan . . . (0-30)

Complexity:

Do you have to be a genius to complete this scheme, or is it easy to grasp? (0-10)

Riskiness:

This category measures how likely Greg is to get away with his scheme. Is it easy to get it past teachers and parents, or is there a high likelihood of being caught? (0-50)

Reusability:

Is this scheme a one-time-only thing, or can it be wheeled out again and again? (0-20)

3. Pupils create their own Top Trumps card on their chosen 'scheme'. They should rank it using the criteria above. Tell children that there will be a vote on the best moment, so they need to be imaginative and make sure the card looks really good! Remind them of the WHAT TO DO TO BE THE BEST criteria.

ALTERNATIVE OPTION: If you do not want them to create their own Top Trumps card yet, use the Voting Together sheet later in this pack for a group activity using an active voting scale and discussion.

4. Children present their Top Trumps card to the class. Use the Ballot Papers, Results Grid and Top Trumps: Judgment Time sheets. For large classes, encourage children to use the Judgment Time assessment sheet in small groups so each group nominates their best design. The class can then assess the group winners to decide on the overall class winner.

Now we need enough Top Trumps cards to play the game! Can you come up with some more really good schemes and create Top Trumps cards? If you're stuck for ideas use the Schemes Help Sheets. A game of Top Trumps can be played with as few as 10 cards (2 people) but a standard pack has 30 cards in it.



DIARY of a Wimpy Kid

TOP TRUMPS®

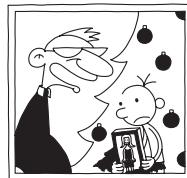
Schemes Help Sheet

Stuck for ideas? Mind gone to sleep? More of a Rodrick than a Greg? Don't stress, use this handy help sheet for some awesome schemes!

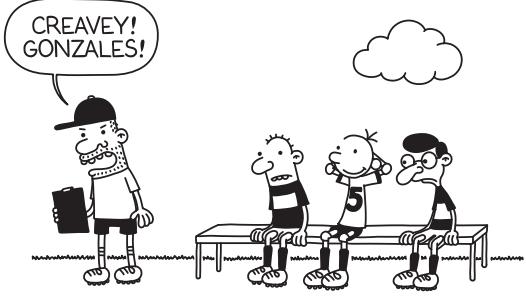
Rodrick tricks Greg into thinking he has slept through the summer and he's woken up on the first day of school - Rodrick's even got his school uniform on!



When his parents say no to his Christmas request, Greg asks his uncle to buy him a Barbie Doll's House for Christmas but gets a Barbie instead, and then ends up in A&E with Barbie's shoe stuck up his nose!



Greg asks Mr Litch if he can be the back-up goalie to avoid running laps or blocking free kicks, and because Tucker, the goalie, is brilliant anyway. But Tucker hurts his hand diving after a ball, so Greg has to play.



Greg and Rodrick blow raspberries behind Sweetie to make his ears perk up and sniff his rear-end. But one time their Dad gave it a try and HE ended up sniffing Sweetie's very smelly rear end!



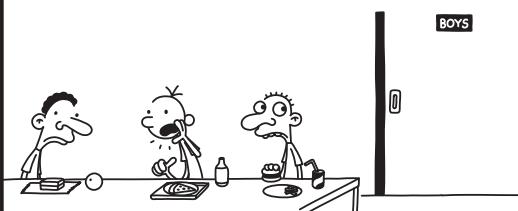
DIARY of a Wimpy Kid

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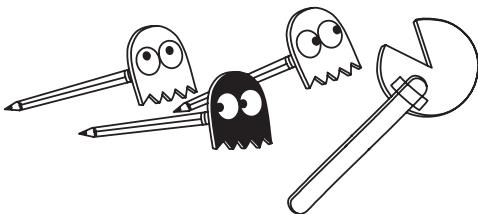
Schemes Help Sheet

Stuck for ideas? Mind gone to sleep? More of a Rodrick than a Greg?
Don't stress, use this handy help card for some awesome schemes!

Greg starts a rumour that the air fresheners in the school toilets are actually security cameras to catch people throwing wet toilet paper everywhere. The cafeteria bathroom has become quieter than the library.



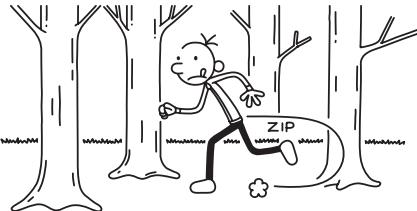
Rowley and Greg make video-arcade games out of cardboard boxes, but they soon realize they won't make any money from Pac-Man unless people are willing to pay twenty-five cents to watch Rowley sit in a box.



Rowley and Greg hear a noise in the basement and think it must be a ghost. Greg demands that he and his parents move house immediately and makes Dad go to check it out. Dad is not very pleased when it turns out to be a toy!



Rowley and Greg agree to go into the woods and write their name on the tree fort they built to test who is most chicken. But Greg already wrote his name on it last summer so he sneaks around to his house and eats a bowl of ice-cream instead!



DIARY of a Wimpy Kid

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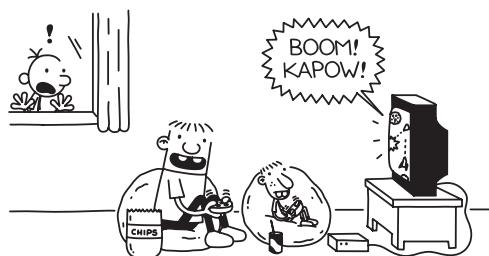
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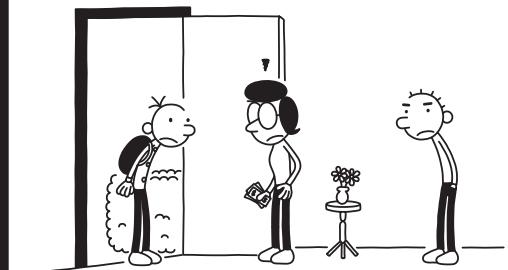
After the school rations toilet paper, Greg sets up his own private toilet at school full of luxury toilet paper!



When Greg and Rowley set up their own private detective agency, Greg sends Rowley to spy on Scotty who "borrowed" Greg's video game. But Rowley just plays on Greg's game with him!



Greg finds a big stash of Mom Bucks in a game at Rowley's house. He uses some to buy Rodrick's old homework, but when Rodrick cashes all \$20,000 at once Mom is suspicious, finds Greg's secret stash and confiscates all the money!



Greg and Rowley create their own secret language, but Rowley's dad somehow cracks their code and Greg gets sent home before dessert!



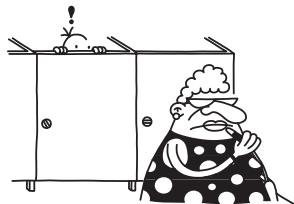
DIARY of a Wimpy Kid

TOP TRUMPS®

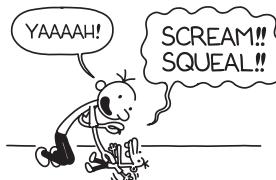
Schemes Help Sheet

Stuck for ideas? Mind gone to sleep? More of a Rodrick than a Greg?
Don't stress, use this handy help card for some awesome schemes!

Greg hides from Rodrick in a toilet cubicle to stop him from stealing his journal. Only to realize that he accidentally went into the ladies toilets, and is trapped there for an hour and a half!



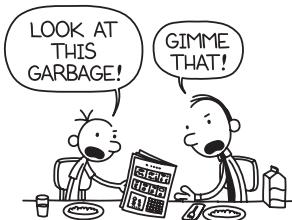
Greg finds a tiny black ball of thread and tricks Manny into thinking it's a spider and that he's eaten it! But then Manny tells Mom who makes Greg go to bed at 7 p. m. on New Year's Eve.



Greg buys a pass to the "secret elevator" for five dollars, but the elevator doesn't exist. So he sells it to a new kid for a bargain price - only to get caught and given a detention.



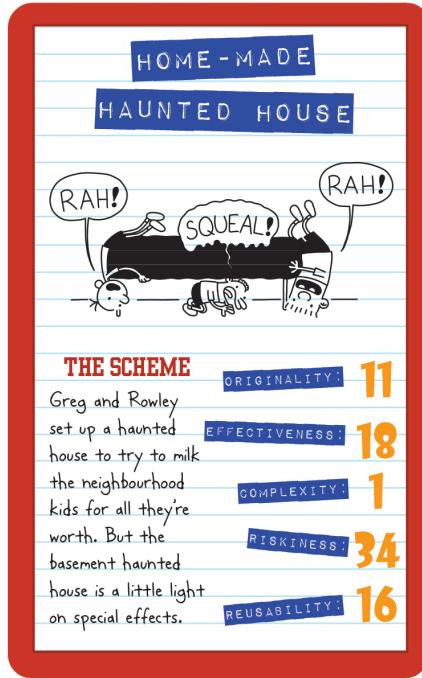
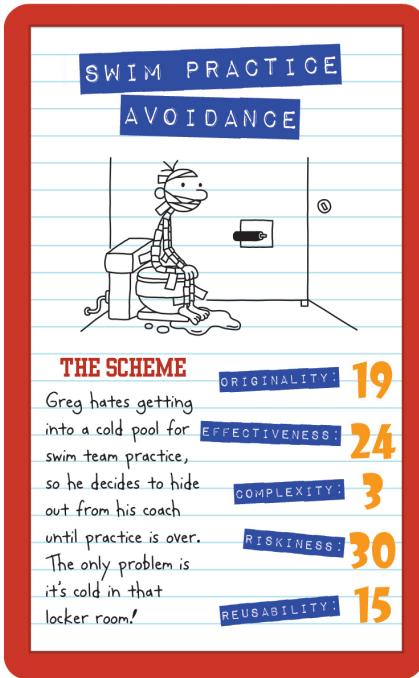
Greg and Dad fight over the "Lil' Cutie" comic in the paper (even though it's the WORST comic ever).



DIARY of a Wimpy Kid TOP® TRUMPS

Designing Your Top Trumps Cards: What to Do to Be the Best!

Here are some example Top Trumps cards to look at:



Later in the lesson, we will be voting for the best-designed Top Trumps card. You will be judged against the following criteria, and given a score out of ten for each one. So make sure your design is awesome!

- Interesting and catchy title
- Cartoon image
- Clear description
- Correct punctuation
- Use of colour
- Overall look
- Accurate rankings



DIARY of a Wimpy Kid

TOP TRUMPS®

Top Trumps Card Templates

Note for teachers: Please feel free to photocopy these sheets as many times as you like.

<table border="1"><tr><td colspan="2">THE SCHEME</td></tr><tr><td>ORIGINALITY:</td><td></td></tr><tr><td>EFFECTIVENESS:</td><td></td></tr><tr><td>COMPLEXITY:</td><td></td></tr><tr><td>RISKINESS:</td><td></td></tr><tr><td>REUSABILITY:</td><td></td></tr></table>	THE SCHEME		ORIGINALITY:		EFFECTIVENESS:		COMPLEXITY:		RISKINESS:		REUSABILITY:		<table border="1"><tr><td colspan="2">THE SCHEME</td></tr><tr><td>ORIGINALITY:</td><td></td></tr><tr><td>EFFECTIVENESS:</td><td></td></tr><tr><td>COMPLEXITY:</td><td></td></tr><tr><td>RISKINESS:</td><td></td></tr><tr><td>REUSABILITY:</td><td></td></tr></table>	THE SCHEME		ORIGINALITY:		EFFECTIVENESS:		COMPLEXITY:		RISKINESS:		REUSABILITY:		<table border="1"><tr><td colspan="2">THE SCHEME</td></tr><tr><td>ORIGINALITY:</td><td></td></tr><tr><td>EFFECTIVENESS:</td><td></td></tr><tr><td>COMPLEXITY:</td><td></td></tr><tr><td>RISKINESS:</td><td></td></tr><tr><td>REUSABILITY:</td><td></td></tr></table>	THE SCHEME		ORIGINALITY:		EFFECTIVENESS:		COMPLEXITY:		RISKINESS:		REUSABILITY:		<table border="1"><tr><td colspan="2">THE SCHEME</td></tr><tr><td>ORIGINALITY:</td><td></td></tr><tr><td>EFFECTIVENESS:</td><td></td></tr><tr><td>COMPLEXITY:</td><td></td></tr><tr><td>RISKINESS:</td><td></td></tr><tr><td>REUSABILITY:</td><td></td></tr></table>	THE SCHEME		ORIGINALITY:		EFFECTIVENESS:		COMPLEXITY:		RISKINESS:		REUSABILITY:	
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DIARY of a Wimpy Kid

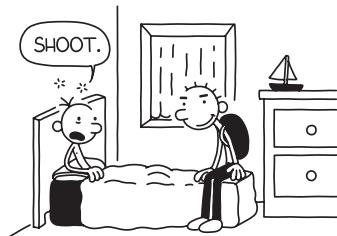
TOP TRUMPS®

Voting Together - Optional Activity Instructions

We're going to create a Top Trumps card as a class. We will need to work together and use our voting and discussion skills to make sure the decisions are fair.

Your teacher has chosen their favourite scheme from *Diary of a Wimpy Kid*:

- Rodrick tricks Greg into thinking he has slept through the summer and he's woken up on the first day of school – Rodrick's even got his school uniform on! But it's actually 3 o'clock in the morning and school has only just broken up! (*Diary of a Wimpy Kid*, p.11-12)



As a class, we need to decide what score we would give Rodrick's scheme for:

Originality:

This is a measure of how unique the scheme on the card is. Is it something totally original, or an old classic that never dates? (0 - 25)

Effectiveness:

This measures whether the scheme on the card worked or not. Not all of Greg's schemes go to plan . . . (0-30)

Complexity:

Do you have to be a genius to complete this scheme, or is it easy to grasp? (0-10)

Riskiness:

This category measures how likely Greg is to get away with his scheme. Is it easy to get it past teachers and parents, or is there a high likelihood of being caught? (0-50)

Riskiness:

Is this scheme a one-time-only thing, or can it be wheeled out again and again? (0-20)



DIARY of a Wimpy Kid TOP TRUMPS®

Voting Together - Alternative Option Instructions (cont.)

We could use traditional voting but this would take ages!! So let's use our bodies to vote!
Let's use ORIGINALITY as an example:

Originality:

If you think that this scheme is super original and a brilliant idea that hasn't been done before, then go to the LEFT of the room. (Score: 25/25)

If you think it's a classic that's been done again and again (it might work but it's not a brand-new idea) then, go to the RIGHT of the room. (Score: 0/25)

If you think it's somewhere in between, then stand between the two sides to show what number you think it should be given. E.g. if I think it's quite original but I've heard of similar-ish things and want to give it 20 points, I might stand near the left but not next to the wall.

If everyone has voted for about the same number (e.g. all between 20 and 25) then find the average score. But if there are radically different ideas and people on opposite sides of the room, then you will have to use your persuasive skills to get people to agree with you. At the end of the debate you should all be thinking the same. If not, the teacher gets to decide!

Follow the same process for all the criteria, until your Top Trumps card is complete!

Or, if you're short of time, get into groups and allocate each group one criteria to score.
Then you're done!



DIARY of a Wimpy Kid

TOP TRUMPS®

Top Trumps Cards: Ballot Papers

BALLOT PAPER

Instructions: mark your vote on this ballot paper by placing the numbers **1, 2, 3, 4, 5, 6** to show your order of preference.
Favourite (1) least favourite (6).

Score	Pupil/scheme name

BALLOT PAPER

Instructions: mark your vote on this ballot paper by placing the numbers **1, 2, 3, 4, 5, 6** to show your order of preference.
Favourite (1) least favourite (6).

Score	Pupil/scheme name

BALLOT PAPER

Instructions: mark your vote on this ballot paper by placing the numbers **1, 2, 3, 4, 5, 6** to show your order of preference.
Favourite (1) least favourite (6).

Score	Pupil/scheme name

BALLOT PAPER

Instructions: mark your vote on this ballot paper by placing the numbers **1, 2, 3, 4, 5, 6** to show your order of preference.
Favourite (1) least favourite (6).

Score	Pupil/scheme name



DIARY of a Wimpy Kid TOP TRUMPS®

Results Grid

Compete the grid below to find out which scheme has won,
using the preferential voting system.

Name of Scheme									
Count the first choice votes. First-choice votes:									
If no choice has over 50% of votes. Look at second choices. Second-choice votes from next favourite choice:									
Total the votes									
If no choice has over 50% of votes. Look at third choices. Second-choice votes from 'new' next favourite choice:									
Total the votes									
If no choice has over 50% of votes. Look at fourth choices. Second-choice votes from 'new' next favourite choice:									
Total the votes									
If no choice has over 50% of votes. Look at fifth choices. Second-choice votes from 'new' next favourite choice:									
Total the votes									

The winning scheme is



DIARY of a Wimpy Kid

TOP TRUMPS®

Top Trumps Cards: Judgement Time!

Complete the grid to see how your classmates' Top Trumps cards measure up.

Whoever has the highest total score will be the winner!

Mark each card out of 10 for the following:

Name of Scheme								
Interesting and catchy title								
Cartoon image								
Clear description								
Correct punctuation								
Use of colour								
Overall look								
Accurate rankings								
TOTAL SCORE								

And the winner is . . . *drumroll* . . .

We hope you enjoyed using this Top Trumps lesson plan with your class. Remember you can find a wide range of teacher resources and activities based on the Diary of a Wimpy Kid books at www.wimpykidclub.co.uk/downloads

Please let us know what you thought of these resources - we would love to hear from you!
Email us at puffin@penguin.co.uk or tweet [@puffinbooks](https://twitter.com/puffinbooks).



DIARY of a Wimpy Kid **TOP TRUMPS**

Play the Game!

Any number of people can play, but it is best with a group of 2-6.

1. Shuffle and deal all the cards face down. Players can hold their cards face up in the palm of their hand. But players can only look at their top card.
2. The player to the dealer's left starts by reading out a category from the top card and the score (e.g. Originality: 17).
3. The other players then read out the same category and the score on their card. The player with the best or highest value wins. They take all the top cards, including their own and place them at the bottom of their pile. It is then the winning player's turn to choose a category from the next card.
4. If two or more cards share the top score then all the cards are placed in the middle and the same player chooses again from the next card. The winner of this round takes all the cards in the middle as well.
5. Keep going until one person has all the cards. They are the winner!

