

How to spot a hurricane



Hurricanes Playing Cards Template and Rules



Use your new knowledge to create your very own game; **HurriCards!**

Each card in your pack of cards should contain a list of data, and the aim of the game is to compare these values to try to beat your opponent's card.

You'll need to research the hurricane statistics listed below to make your **HurriCards**. If you can't find an answer to some of them, include your best guess based on what you know about the hurricane or leave it blank.

If you're playing snap, you just need to pick one option from the below list to make your cards. Don't forget to draw something on the other side!

1. **Name of hurricane**
2. **Category**
6. **Radius**
7. **Monetary damage**
8. **Highest wind speed**
10. **Your choice category**

Rules of the game

1. Shuffle the cards before starting. Choose a player to shuffle the cards, if you find this difficult then ask the teacher to do it or to show you how. Make sure all the cards are facing down!
2. Divide the cards evenly between players. No peeking while you do this!
3. Now it's time for you and your opponents to hold your cards in a stack, so they're one on top of the other and so only the top card is visible. Keep them close so no-one can peek! As you collect cards throughout the game, you'll add them to bottom of the stack.
4. Now it's time for you to invite the opponent to your left to read one of the statistics from their card.
 - a. It's best to choose a statistic with a high numerical value.
 - b. If your statistic beats theirs, you win their card – and then everyone can show their card.
 - c. However, if they have a higher statistic – they will win your card, and then they can invite the rest of the group to reveal their statistic.
 - d. The winner gets everyone's card from the round and adds them to the bottom of their stack!
5. Start a new round with the winning player calling out a statistic. As you did before, go around in a circle and share the chosen statistics. The winning player will collect all of the cards and add them to the bottom for their deck.
6. If there's a draw, place everyone's cards in the middle, facing up. Start a new round, with the last winning player sharing their highest statistic with the other players. The next winner also gets the cards from the center of the play area.
7. Play multiple rounds until one player has all the cards. The player holding all the cards at the end is the winner!





HurriCards!

Name of hurricane:

Year:

1. Category: 5

2. Radius: 90,000 square miles

3. Monetary damage: US\$161 billion

4. Highest wind speed: 175mph

Bonus fun fact!

Produced 33 tornados

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HurriCards!

Name of hurricane:

Year:

1. Category:

2. Radius:

3. Monetary damage:

4. Highest wind speed:

Bonus fun fact!

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HurriCards!

Name of hurricane:

Year:

1. Category:

2. Radius:

3. Monetary damage:

4. Highest wind speed:

Bonus fun fact!

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HurriCards!

Name of hurricane:

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1. Category:

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