

Close to 100

You need

- Digit Cards (deck of 44)
- *Close to 100* Recording Sheet for each player

Play alone, with a partner, or in a small group.

- 1 Deal out six Digit Cards to each player.
- 2 Use any four cards to make two numbers; for example, 6 and 5 could make either 56 or 65. Wild cards can be used as any numeral. Try to make numbers that, when added, give you a total that is close to 100.
- 3 Write these two numbers and their total on the *Close to 100* Recording Sheet; for example, $42 + 56 = 98$.
- 4 Find your score. Your score is the difference between your total and 100. For example, if your total is 98, your score is 2. If your total is 105, your score is 5.
- 5 Put the cards you used in a discard pile. Keep the two cards you did not use for the next round.
- 6 For the next round, deal four new cards to each player. Make more numbers that come close to 100. When you run out of cards, shuffle the discard pile and use those cards again.
- 7 Five rounds make one game. Total your scores for the five rounds. The player with the **LOWEST** score wins.

Name _____

Date _____



Trading Stickers, Combining Coins

Close to 100 Recording Sheet

| Game 1 | | | | Score |
|---------------|-------|---|---------------|-------|
| Round 1: | _____ | + | _____ = _____ | _____ |
| Round 2: | _____ | + | _____ = _____ | _____ |
| Round 3: | _____ | + | _____ = _____ | _____ |
| Round 4: | _____ | + | _____ = _____ | _____ |
| Round 5: | _____ | + | _____ = _____ | _____ |
| TOTAL SCORE | | | | _____ |

| Game 1 | | | | Score |
|---------------|-------|---|---------------|-------|
| Round 1: | _____ | + | _____ = _____ | _____ |
| Round 2: | _____ | + | _____ = _____ | _____ |
| Round 3: | _____ | + | _____ = _____ | _____ |
| Round 4: | _____ | + | _____ = _____ | _____ |
| Round 5: | _____ | + | _____ = _____ | _____ |
| TOTAL SCORE | | | | _____ |

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