

Target 100 Game

The directions for the game and the recording sheets are attached. You will need to have a set of number cards. There is a set saved separately because they can be used for many different games. If you are not able to print them, you can use a regular deck of cards and take out the face cards (could leave one face card in to stand for a zero). Or, you can use some heavier paper or cardboard and make your own cards. Have fun!

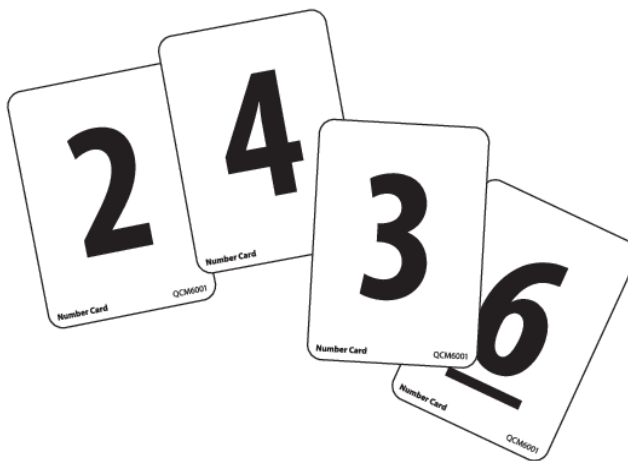


Work Place Instructions 1G Target One Hundred

Each pair of players needs:

- 1 deck of Number Cards with the wild cards and 10s removed
- 2 Target One Hundred Record Sheets (1 for each player)

- 1 Players shuffle the cards, then take turns drawing 6 cards from the deck.
- 2 Each player chooses 4 cards to make two 2-digit numbers that together have a sum as close to 100 as possible.



With these cards, a player could make 63 and 42 (sum of 105) or 64 and 34 (sum of 98). Since 98 is closer to 100 than 105 is, making 64 and 34 with the cards is a better move.

Note The 0 card can be used only in the ones place.

- 3 Players write an addition equation with their numbers and their sum on the record sheet.
- 4 Players take turns double-checking each other's calculations.
- 5 Each player determines their score for the round by finding the exact difference between their sum and 100.
Examples: A sum of 96 has a score of 4, a sum of 107 has a score of 7, and a sum of 100 has a score of 0.
- 6 Players record both their own score and their partner's score for the round.
- 7 Each player puts the 4 cards they used in the discard pile, and then they take turns getting 4 new cards.
- 8 The game continues for four more rounds (five rounds in all).
- 9 After five rounds, players add their scores to determine the winner. The player with the lower score wins the game.

Game Variation

- A Players can choose to use wild cards. A wild card can be any numeral. When players use a wild card, they need to put a star above the number made from the wild card in the equation on the record sheet.

Unit 1 Module 4 | Session 3 class set for session as well as class set, plus more as needed, stored in the Work Place bin

NAME _____

DATE _____

**1G Target One Hundred Record Sheet**

For each round of the game, players write an addition equation, their score, and their partner's score.

First Game		Player 1	Player 2
1	_____ + _____ = _____		
2	_____ + _____ = _____		
3	_____ + _____ = _____		
4	_____ + _____ = _____		
5	_____ + _____ = _____		
Player 1 Total: _____		Player 2 Total: _____	

Second Game		Player 1	Player 2
6	_____ + _____ = _____		
7	_____ + _____ = _____		
8	_____ + _____ = _____		
9	_____ + _____ = _____		
10	_____ + _____ = _____		
Player 1 Total: _____		Player 2 Total: _____	