

NAME _____

DATE _____

**4C Target One Thousand Record Sheet**

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

First Game		Sum	Score	Partner's Score
1	_____ + _____ =			
2	_____ + _____ =			
3	_____ + _____ =			
My Final Score _____		My Partner's Final Score _____		

Second Game		Sum	Score	Partner's Score
1	_____ + _____ =			
2	_____ + _____ =			
3	_____ + _____ =			
My Final Score _____		My Partner's Final Score _____		

Third Game		Sum	Score	Partner's Score
1	_____ + _____ =			
2	_____ + _____ =			
3	_____ + _____ =			
My Final Score _____		My Partner's Final Score _____		

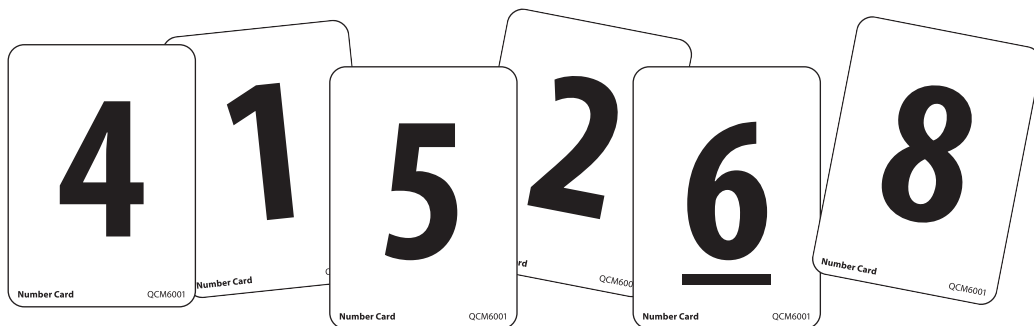


Work Place Instructions 4C Target One Thousand

Each pair of players needs:

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

- 1 Players take turns drawing 8 Number Cards from the deck.
- 2 Each player chooses 6 cards to make two 3-digit numbers that together have a sum as close to 1,000 as possible.



With these cards, a player could make $156 + 824$ (sum of 980) or $156 + 842$ (sum of 998). Since 998 is closer to 1,000 than 980 is, making 156 and 842 with the cards is a better move.

- 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 1,000.
- 6 A sum of 980 has a score of 20. A sum of 1,002 has a score of 2. A sum of 1,000 has a score of 0.
- 7 Players record both their own score and their partner's score for the round.
- 8 Each player puts the 6 cards they used in the discard pile, and then takes turns getting 6 new cards.
- 9 The game continues for two more rounds (three rounds in all).
- 10 After three rounds, players add their scores to determine the winner. The player with the lower score wins the game.

Game Variations

- A Players can review 2-digit addition by playing Target One Hundred (Work Place 1G).
- B Players can challenge themselves by playing Target Ten Thousand and making addends out of all 8 cards.
- C Players can choose to use wild cards. A wild card can be any numeral. When players use a wild card, they put a star above the number made from the wild card in the equation on the record sheet.