



## **Directions: Target**

- One Recording Sheet per Students
- Numeral Cards

This game should be played in pairs.

1. Eacr	pair picks
	4 cards (Target is 20)
	6 cards (Target is 100)
	6 cards (Target is 250)
2. Wor	k together to arrange the cards to form:
	two 2-digit numbers whose difference is close to 20
	two 3-digit numbers whose difference is close to 100
	two 3-digit numbers whose difference is close to 250

- 3. Find your score by finding the difference between your score and the target. For example: Target 20 if your difference was 18 you score 2. (20-18=2)
- 4. Get the lowest score to win the round!

Massachusetts Frameworks: 3.NBT.2: Fluently add and subtract within 1000 using strategies and algorithms based on place value, properties of operations, and/or the relationship between addition and subtraction.

Name	Date



## Target



Round 1	Round 2		
Score:	Score:		
difference from target	difference from target		
Round 3	Round 4		
Score:	Score:		
difference from target	difference from target		
Round 5	Round 6		
Score:			
difference from target	difference from target		
difference from target	uniference nom target		