



Close to 100 / Close to 1000

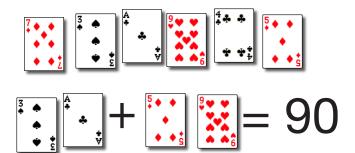
A game for any size group

You'll need:

- Four or more sets of cards
- Paper and pencil to keep score

How to play:

- 1. Shuffle the cards and deal 6 cards to each player.
- Each player chooses 4 of their cards to make two 2 digit numbers that will add up to 100 or as close to 100 without going over.



This equation scores 10.

- 3. Students check each other's work for accuracy and then put the cards they used in a discard pile. Unused cards are kept for the next hand.
- 4. Deal 4 more cards to each player for round 2.
- 5. Play 4 rounds.

Who wins?

After 4 rounds, the player with the lowest score wins.

Close to 1000

- 1. Deal 8 cards to each player in the first round and 6 cards on rounds 2-4.
- 2. Students generate two 3-digit numbers that get as close to 1000 as possible without going over when added.









Teacher Notes:

Students can use 0-10 cards, playing cards with the face cards removed, ten-frame cards, or transition cards with both the ten frame and the numeral on them. If you use playing cards, you might want to use a marker to turn one of the face cards or the joker into a zero.