

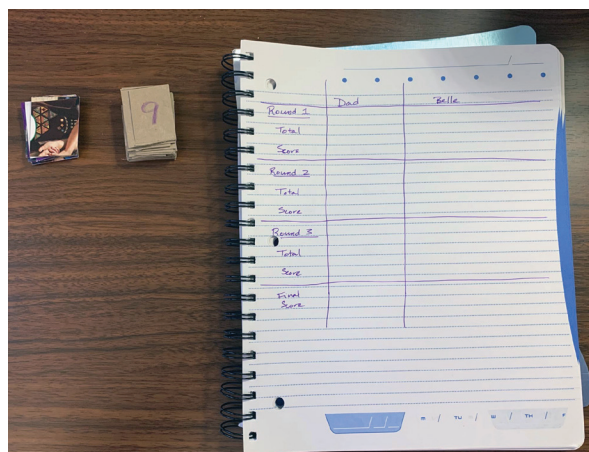
# Target 100

## Object of the Game

For each round, players choose four cards to make two 2-digit numbers that have a sum (a total when added) as close to 100 as possible (over or under). The score for each round is the difference between a player's sum and 100. The lower total score after three rounds wins the game.

## Materials

- A set of Number Cards (four each of the numbers 1–9)  
*Print the cards, use the 2–9 cards and aces for 1s from a deck of standard playing cards, or make your own cards.*
- Target 100 Record Sheet  
*Print the record sheet or make your own.*
- scratch paper
- pencil or pen



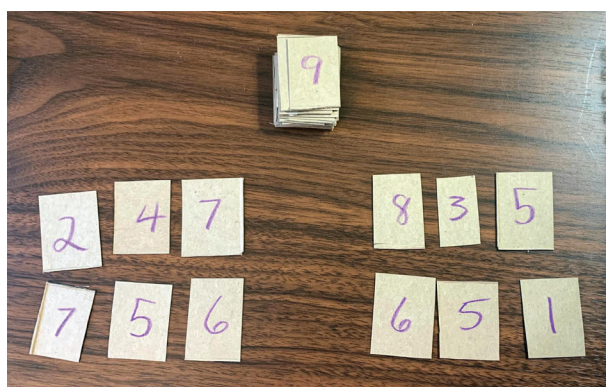
## Skills

This game helps us practice:

- Thinking about place value: ones, tens, and hundreds
- Estimating
- Adding and subtracting numbers within 1,000

## How to Play

1. Mix up the number cards. Players take turns drawing cards until each has six cards.



- Each player chooses four of their cards to make two 2-digit numbers. The goal is to make numbers that will have a sum (a total when added) as close to 100 as possible (over or under).
- Players record their numbers and add them together to show the results of their turn.

$$56 + 42$$

$$50 + 6 \quad 40 + 2$$

$$50 + 40 \quad 6 + 2$$

$$90 \quad 8$$

$$98$$

Dad made  $56 + 42$ . Dad did not use the two 7 cards.

$$86 + 13$$

$$80 + 6 \quad 10 + 3$$

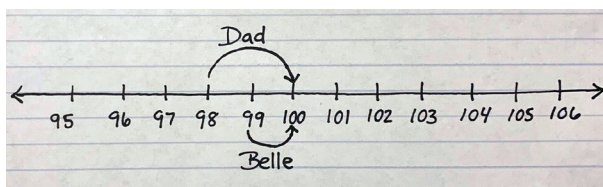
$$80 + 10 \quad 6 + 3$$

$$90 \quad 9$$

$$99$$

Belle made  $86 + 13$ . Belle did not use the two 5 cards.

- The difference between a player's total and 100 is their score for the round.



Dad got a total of 98. His score for this round is 2 because the difference between 100 and 98 is 2. Belle's total of 99 is closer to 100 than Dad's. Her score is 1. After the first round, Belle is doing better.

- After three rounds, players add their three scores. The player with the lower total wins.

	Dad	Belle
<u>Round 1</u>		
Total	98	99
Score	2	1
<u>Round 2</u>		
Total	99	102
Score	1	2
<u>Round 3</u>		
Total	104	95
Score	4	5
<u>Final Score</u>	7	8

It was a close game. Dad won by 1 point. Belle should demand a rematch!

## Tips for Families

- Before you play, talk about numbers that add to 100. What are some pairs of numbers you can think of that have a sum of 100?
- Talk about how you're choosing your numbers. There is a lot of strategy involved!
- Find different ways to add and subtract the numbers. You don't have to carry and borrow to solve these problems. Try drawing sketches of base ten pieces or using a number line to help if needed.

## Change It Up

Making even small changes to a game can invite new ways of thinking about the math. Try making one of the changes below. How did it change your strategy for winning the game?

- Add four wild cards to your set of cards. Choose your own number when you draw a wild card.
- Change your deck of cards by taking out one number. For example, take out all of the 9s.
- Change the target number to 50 or 75.



<b>1</b>	<b>2</b>	<b>3</b>
<b>1</b>	<b>2</b>	<b>3</b>
<b>1</b>	<b>2</b>	<b>3</b>
<b>1</b>	<b>2</b>	<b>3</b>



4	5	<u>6</u>
4	5	<u>6</u>
4	5	<u>6</u>
4	5	<u>6</u>



7	8	<u>9</u>
7	8	<u>9</u>
7	8	<u>9</u>
7	8	<u>9</u>



**Wild  
Card**

**Wild  
Card**

**Wild  
Card**

**Wild  
Card**

# Target 100 Record Sheet

Name \_\_\_\_\_

Name \_\_\_\_\_

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## Round 1

Total Score		
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## Round 2

Total Score		
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## Round 3

Total Score		
<b>TOTAL SCORE</b>		