**Close to 100**

**Materials:** playing cards 1-9, paper, pencil

**Directions:**

1. Lay 8 playing cards face up on a table.
2. Player 1 selects 4 cards to create two 2-digit numbers. Add together.
3. Player 2 selects 4 cards to create two 2-digit numbers. Add together.
4. Determine how close you are to making 100 either by being under, exactly 100, or over.
5. Record your score.
6. The winner is the player with the lowest score.

9

1

2

3

Player 1: 38+62 = 100 Score: 0

Player 2: 37 + 61= 98 Score: 2

8

5

7

6

**Close to 1,000**

**Materials:** playing cards 1-9, paper, pencil

**Directions:**

1. Lay 8 playing cards face up on a table.
2. Player 1 selects 6 cards to create two 3-digit numbers. Add together.
3. Player 2 selects 6 cards to create two 3-digit numbers. Add together.
4. Determine how close you are to making 1,000 either by being under, exactly 1,000, or over.
5. Record your score.
6. The winner is the player with the lowest score.

9

1

2

3

Player 1: 761+235 = 996 Score: 4

Player 2: 837 +162 = 999 Score: 1

8

5

7

6

**How many more?**

**Number Line Race**

**Materials:** Dice or playing cards 1-9, paper, pencil

**Directions:**

1. Select 3 playing cards or roll 3 dice to create a 3-digit number.
2. With your partner, set an end goal such as 1,000.
3. Use your 3-digit number to determine how many more to make 1,000.
4. Show your work using a number line.
5. The first player finished with the correct answer wins.
6. Optional ending: If both players have the correct answer, each player receives a point. If players have different answers, begin a math talk to determine the correct answer. Only the player with the correct answer receives a point.

Place Value War

**Materials:** Playing Cards 1-9

**Directions:**

1. Players divide the playing cards evenly between themselves.
2. Each player turns over 2, 3 or 4 cards depending if playing with 2-digit, 3-digit, or 4-digit numbers.
3. The number on the first card determines your place value. Use the list below to determine your place value.

2 cards – Tens and Ones

3 cards- Hundreds, tens, and ones

4 cards- Thousands, hundreds, tens, and ones

1. Both players shout out their new number.
2. The player with the largest number gets all of the cards. Continue game.

**If there is a tie, war is declared!**

First, each player places three cards face down.

Then each player turns over two, three, or four more cards depending on your game and adds the second number to the first number.

The player with the largest sum gets all of the cards.

1. The game continues until one player has collected all of the cards in the deck.

Addition / Subtraction War

Materials: Playing cards Ace (1)-9

Addition Directions:

1. Players divide the cards in the deck evenly between themselves.
2. Each player turns over two cards and adds them together.
3. The highest sum gets all of the cards.

**In the event of a tie, war is declared.**

Each player deals out three more cards face down.

Then each player turns over two more cards and adds the sum of the numbers on those cards to the original sum.

The highest sum wins all of the cards.

1. The game continues until one player has collected all of the cards.

Subtraction Directions:

1. Players divide the cards evenly between themselves.
2. Each player turns over two cards and subtracts the smaller number from the largest number.
3. The player with the smallest answer wins all four cards.

**In the event of a tie, war is declared.**

Each player deals out three more cards face down.

Then each player turns over two more cards and subtracts the number on those cards.

The smallest answer winds all of the cards.

1. The game continues until one player has collected all of the cards.

**Hurricane Facts**

**Materials:** Fact flashcards (Addition, subtraction, multiplication, and/or division)

**Directions:**

1. Take a large handful of flashcards and arrange them in a hurricane swirl on a table.
2. When both players are ready, solve the first equation at the “eye” of your fact storm.
3. The first player to correctly guess the sum or difference gets to keep the card.
4. Both players compete for the next card.
5. Continue around the hurricane until there are no more cards.
6. The player with the most cards wins.

**Fact Challenge**

Addition, Subtraction, Multiplication, Division

**Materials:** Fact Flashcards, 3 or more players

**Directions:**

1. Hand one player in the group all of the fact cards. This person is the lead flipper for game 1.
2. The lead flipper turns over a fact card so that all other players in the group can see the equation.
3. The first player to correctly guess the sum, difference, product, or quotient gets the card.
4. The player with the most cards wins that round and becomes the new flipper.
5. The flipper now joins the game and round 2 starts.

**Close to $1.00**

**Materials:** Coin Cards, Paper, pencil

**Directions:**

1. Lay 8 coin cards face up on a table. Study the cards carefully and look for patterns. Use the make 90, make 10 strategy.
2. Player 1 selects 2 cards to determine the total value. Add together.
3. Player 2 selects 2 cards to determine the total value. Add together.
4. Determine how close you are to making $1.00 either by being under, exactly $1.00, or over.
5. Record your score.
6. The winner is the player with the lowest score.

33¢

24¢

18¢

91¢

Player 1: 75¢ + 24¢= 99¢ Score: 1

75¢

80¢

50¢

67¢

Player 2: 33¢ + 67¢= $1.00 Score: 0

**Compare Coins**

**Materials:** Coin Cards, paper, pencil

**Directions:**

1. Put all of the coin cards in a pile between both players.
2. Create a game chart using the model below.
3. Each player draws 2 cards from the top of the pile.
4. Each player determines their total value.
5. Compare amounts using either inequality symbols (<,>, =) or words (greater than, less than, equal to). Use the 2-dot, 1-dot strategy to help draw your symbols.
6. The player on the left always starts the number sentence to avoid confusion.
7. The player with the highest value wins all 4 cards.
8. The player with the most cards at the end of the game wins.

Player 1 Player 2

10¢

18¢

15¢

42¢

Total: 57¢ Total: 28¢

**Compare on left:** 57¢ is > than 28¢Or57¢ is greater than 28¢

**Game Chart**

|  |  |  |
| --- | --- | --- |
| **Player 1** | **Compare** | **Player 2** |
| 57¢ | > | 28¢ |
|  |  |  |

**How many more?**

**Coin Card Race**

**Materials:** Coin Cards, paper, pencil

**Directions:**

1. Determine what end goal you are working towards. Ex. $1.00, $2.00, or $3.00.
2. Turn over 2 coin cards.
3. Add and determine the total value of both cards.
4. Using a number line or skip counting, determine how much more money do you need to reach your goal. Remember, your goal was either $1.00, $2.00, or $3.00.
5. Both players should use their paper and pencil to determine their answers.
6. The player who correctly determines the value the fastest wins. The winner receives 1 point.
7. The player with the most points at the end of the game is the winner.

Note: This game can be played using 1 coin card or real coins. If playing with real coins, put all coins in a pile. Reach into the pile and grab a set amount to use for each round.

**Number Round Up!**

**Materials:** Dice or playing cards Ace (1)-9.

**Directions:**

1. Decide on whether you are playing with 2 cards (Rounding ten) or 3 cards (round ten and/or hundred).
2. Dice: Roll 2 or 3 dice.

Playing Cards: Turn over 2 or 3 cards

1. Both players use the same number to create a 2 or 3-digit number from the dice or playing cards.
2. Round to the nearest ten or hundred.
3. The first player to correctly round the number wins. Each round is worth 1 pt.
4. The winner is the player with the most points at the end of the game.

8

6

4

Round to the nearest Ten = 460

Round to the nearest Hundred = 500



**Note: Use good rounding strategies when playing**.

-Always **circle** the digit that you are rounding to.

-**Underline** the digit to the right.

-**Look** at the underlined digit to determine if you need to round UP to the next highest ten or hundred **OR** stay down with your current ten or hundred.

-**Make a rounding coaster** to help you stay on track.

5+ raise it up, 4 or below stay the same.

**Strategies to Close to 100 and Close to 1,000:**

**Make 90, Make 10:**

-Look at the digit in the tens place.

-Skip count to 90 and determine how many more tens are needed.

-Look at the digit in the ones place.

-Skip count by 1’s until you make 10.

-Add together and you should have 100.

**Make 900, Make 100:**

-Look at the digit in the hundreds place.

-Skip count to 900 by hundreds and determine how many more hundreds are needed.

-Look at the digit in the tens and ones places.

-Skip count by tens until you make 90.

-Skip count by 1’s until you make 10

-Add together and you should have 1,000.