



5-Card Draw to a Target

Math Concepts: Adding 2-digit numbers

Materials: blank paper, pencil, playing cards

Players: 2

Set up: Choose a target number, say 100. Use 1 - 9 and queens (used as 0's) from a deck of cards.

Play: Each player picks up five random cards. Two 2-digit numbers are made out of these cards, the fifth card is unused. The two numbers are added and the player closest to the target (above or below) wins a point for that round.

Goal: The highest number of points after a fixed number of rounds wins.

Example move: Suppose one player gets the cards: 1, 7, 9, 6, 3. The player could, for example, form $71 + 36$, or $67 + 31$ or $13 + 96$. Of these choices, $67 + 31$ is 98 and is closest.

– DISCUSSION AND TIPS –

Also, discuss how the pairing of the tens and ones makes no difference - what is important is deciding which digits will be tens and which will be ones. In the example above, $67 + 31$ is the same result as $61 + 17$.

Discuss what is the higher priority – getting the tens digit close or getting the ones digit close.

– VARIATIONS –

Instead of one point per round, the score received could be the distance from the target. The lowest total score after several rounds wins.

One option is to use three-digit numbers, a target number of 1000, and each player receives seven cards.

Another option is to use subtraction with a much smaller target number.

