



Grades

1-3



Hit the Target

Math Concepts: Add / Subtract single-digit numbers

Materials: Deck of playing cards

Players: 2 - 4

Set up: From a deck of playing cards, remove the face cards and any numbers that are larger than what the children are comfortable with. Shuffle the cards and turn over five cards to use and a sixth card that is the target. Leave the remaining cards as a draw pile to fill in missing cards as they get removed.

Play: During a turn, if a player can use the sum or difference of two of the five cards to equal the sixth, the player gets all three cards and they are replaced from the draw pile. If the player fails, then a new sixth card is turned over and the turn moves to the next player.

Goal: The player with the most cards at the end of the game wins.

Example move: For the numbers 1, 3, 3, 5, and 8 with target 6, the player could use $3 + 3 = 6$ or $1 + 5 = 6$. If the target were 7 instead, the player could use $8 - 1 = 7$.

– VARIATIONS –

If a player fails to see a combination that another player sees, allow the other player to claim the cards.

Allow the use of three cards to hit the target. Allowing the use of any number of cards to reach the target will reward imaginative combinations and deeper thought.

Include multiplication and division, as well as two-digit targets, for more advanced students.