# **Target 1,000**

#### **Object of the Game**

For each round, players choose 6 cards to make two 3-digit numbers that have a sum (a total when added) as close to 1,000 as possible. The score for each round is the difference between a player's sum and 1,000. The lower total score after 3 rounds wins the game.

#### **Materials**

- Deck of cards containing four each of the numbers 1 to 9
  Download a set of <u>printable cards</u> , use the 2-9 cards and aces as 1s from a deck of playing cards, or make your own cards.
- Pencil or pen
- Paper to keep track of the game as shown, or print a Target 1,000 Record Sheet





#### Skills

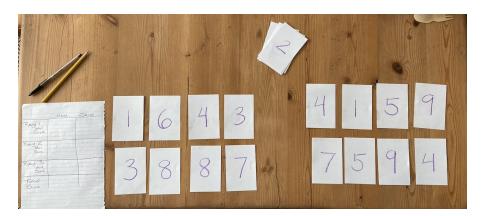
This game helps us practice

- Thinking about place value: ones, tens, hundreds, and thousands
- Estimating
- Adding 2-digit and 3-digit numbers
- Subtracting numbers from 1,000

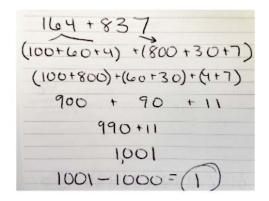
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#### **How to Play**

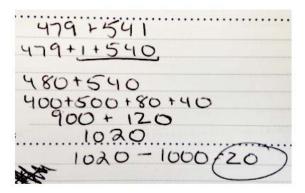
1. Mix up the cards. Players take turns drawing cards until each has 8 cards.



- 2. Each player chooses 6 cards of their cards to make two 3-digit numbers. The goal is to make numbers that will have a sum (a total when added) as close to 1,000 as possible.
- 3. Players add their numbers.
- 4. The difference between a player's total and 1,000 is their score for the first round.



Mom got a total of **1,001**. Her score for this round is **1** because the difference between 1,000 and 1,001 is 1.



Daniel got a total of **1,020**. His score for this round is **20** because the difference between 1,000 and 1,020 is 20.

After the first round, the Mom is doing better. She got closer to 1,000 than Daniel did.

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

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### **Tips for Players and Families**

- Before you play, talk about numbers that add up to 1,000. What are some pairs of numbers you can think of that have a sum of 1,000?
- 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.

## **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?

- Choose a different target number, such as 800 or 650.
- Change the cards you're using. For example, take out all the 4s.

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Print 4 copies.		3
1	2	3
4	5	6
7	8	9

# Target 1,000 Record Sheet

	Name	Name	
Round 1			
Total Score			
Round 2			
Total Score			
Round 3			
Total Score			
TOTAL SCORE			