Operation Target

Building Fluency: creating equations and the use of parentheses.

Materials: digit cards (0-9) and a recording sheet per player

Number of Players: 2

Directions:
1. The cards are shuffled and placed face down in a stack.
2. The first player draws three cards.
3. The player decides how to arrange the three numbers and which operations to use to achieve a score equal to or as close the "target number" as possible for Round One.
4. The player then records the number sentence, using parentheses if necessary, in the space provided on their recording sheet
5. The numbers are written in the triangles and the chosen operations in the circles.
6. The player records the answer in the space provided and the difference in the "How Close?" column.
7. The cards are discarded to one side. These are reshuffled and used again if needed.
8. The other player has a turn.
9. The player who is closer to the target at the end of a round is the winner. This is indicated with a check mark.
10. If a round ends in a tie, both players record a win for that round.
11. The player who wins the greater number of rounds is the overall winner.

Variation/Extension: Students can use number tiles or dice (0-9). Students can make shorter or longer equations. Once students understand how this game works they can record the equation in their math notebook instead of using recording sheet.

△ = NUMBER   ○ = OPERATION   * USE PARENTHESES IF NECESSARY

Round	Number Sentence	Target	How Close?
1	△ ○ △ ○ △ = ___	5	
2	△ ○ △ ○ △ = ___	10	
3	△ ○ △ ○ △ = ___	20	
4	△ ○ △ ○ △ = ___	50	
5	△ ○ △ ○ △ = ___	60	

Round	Number Sentence	Target	How Close?
1	△ ◯ △ ◯ △ = _____		
2	△ ◯ △ ◯ △ = _____		
3	△ ◯ △ ◯ △ = _____		
4	△ ◯ △ ◯ △ = _____		
5	△ ◯ △ ◯ △ = _____		

Round	Number Sentence	Target	How Close?
1	△ ◯ △ ◯ △ = _____		
2	△ ◯ △ ◯ △ = _____		
3	△ ◯ △ ◯ △ = _____		
4	△ ◯ △ ◯ △ = _____		
5	△ ◯ △ ◯ △ = _____		

0	1	2	3
4	5	6	7
8	9	0	1
2	3	4	5
6	7	8	9
0	1	2	3
4	5	6	7
8	9		

Multiplication Mix-up

Building Fluency: multiply multi-digit whole numbers

Materials: deck of cards, calculator

Number of Players: 2

Directions:

1. Remove the face cards from a deck of playing cards. The ace represents one and all other cards carry their numerical values.
2. Deal each player three cards.
3. Each player must use two of the cards to make a two digit number.
4. The third card will be the multiplier.
   Example, if a player draws a 1, 5, and 8, he could use the 1 and the 5 to make the two digit number 51 and multiply by 8 for a total of 408.
5. The player with the largest product gets the cards.

Variation/Extension: Students may want to create their own recording table in their math notebook to record their equations showing the standard algorithm or strategy used to solve the equation. Students may also want to use a calculator to check their work.

Double Dutch Treat

Building Fluency: add and divide whole numbers

Materials: game board

Number of Players: 2

Directions:
1. Follow the steps laid out on the game board.
2. What do you notice?

Variation/Extension: Students may want to record their work in their math notebook. Students create their own version of this game, result ending with an even number or odd numbers etc…

1 2 3 4 5 6 7 8 9

Look at the digits 1-9

Circle any 3 digits

Add the 3 digits (your special number)

Save this special number for later

Using the 3 digits you circled, write all possible 2-digit numbers

Do you have 6 2-digit numbers?

NO

YES

Add all 6 numbers

Divide the sum by your special number

Answer:
_____