Close to 0

Objective

In this version of the game, each player is dealt eight numeral cards. Each player selects six of his or her cards to make two, three-digit numbers. The objective is to have the two, three- digit numbers, when subtracted, give a difference that is as close to 0 as possible.

Materials

- pencil, 1 per player
- Numeral Cards 0–9 (REPRODUCIBLE B) plus four blank cards with *Wild Card* written on each, 1 deck per player or group of players
- *Close to 0* Recording Sheets (REPRODUCIBLE 7), 1 per player

A Deck of Cards

For the purpose of this game, a deck of numeral cards is four copies of each numeral card listed in the materials, plus four wild cards (blank cards with *Wild Card* written on each).

Players

1, 2, or 3

Directions

1. Deal eight numeral cards to each player.

2. Each player selects any six of the cards in his or her hand to make two, three-digit numbers. For example, a 2, 6, and 5 could make 256, 265, 526, 562, 625, or 652. Wild cards can be used as any numeral. Try to make numbers that, when subtracted, give you a difference that is as close to 0 as possible.

3. Each player writes the two numbers and their difference on his or her copy of the *Close to 0* Recording Sheet. For example: *652 2 647 5 5.*

4. Each player figures out his or her score. The score for the round is the difference between the total and 0. In the example in Step 3, the score would be 5.

5. Put the cards that you used in a discard pile. Keep the two cards that you didn't use for the next round.

6. For the next round, deal six new cards to each player (players should add these cards to their hand of two cards for a total of eight).

7. Repeat Steps 2–5. When you run out of cards, shuffle the discard pile and use those cards again.

8. After five rounds, every player totals their score. The player with the score closest to 0 is the winner.

Game 7B:
Close to 20

Objective

In this version of the game, each player is dealt four numeral cards. Each player selects three of the numeral cards and adds the numbers. The objective is to have the three numbers be equal or close to 20.

Materials

- pencil, 1 per player
- Numeral Cards 0–9 (REPRODUCIBLE B) plus four blank cards with *Wild Card* written on each, 1 deck per pair or group of players
- *Close to 20* Recording Sheets (REPRODUCIBLE 8), 1 per player
- optional: counters

A Deck of Cards
For the purpose of this game, a deck of numeral cards is four copies of each numeral card listed in the materials, plus four wild cards (blank cards with *Wild Card* written on each).

Players
2 to 3

Directions

1. Deal five cards to each player.

2. Each player uses any three of the five cards in his or her hand to make a total as close to 20 as possible. For example, *8 1 7 1 3 5 18*. Wild cards can be used as any numeral.

3. Each player writes the three numbers and their total on his or her copy of the *Close to 20* Recording Sheet.

4. Each player figures out his or her score. The score for the round is the difference between the total and 20. For example, if you choose 8 1 7 1 3, your total is 18 and your score for the round is 2.

5. After recording, each player takes the number of counters that equates to his or her score.

6. Put the cards that you used in a discard pile. Keep the two cards that you didn't use for the next round.

7. For the next round, deal three new cards to each player (players should add these cards to their hand of two cards for a total of five).

8. Repeat Steps 2–6. When you run out of cards, shuffle the discard pile and use those cards again.

9. After five rounds, every player totals their score and counts their counters. The two numbers should be the same. The player with the lowest score (and subsequently the fewest counters) is the winner.

Game 7C:
Close to 100

Objective

In this version of the game, players draw six numeral cards and select four to make two double-digit numbers. The objective is to have the two double-digit numbers, when added, equal a sum as close to 100 as possible.

Materials

- pencil, 1 per player
- Numeral Cards 0–9 (REPRODUCIBLE B) plus four blank cards with *Wild Card* written on each, 1 deck per player or group of players
- *Close to 100* Recording Sheet (REPRODUCIBLE 9), 1 per player

A Deck of Cards
For the purpose of this game, a deck of numeral cards is four copies of each numeral card listed in the materials, plus four wild cards (blank cards with *Wild Card* written on each).

Players

1, 2, or 3

Directions

1. Shuffle the cards and place them face down in a pile. Each player draws six cards and places the cards face up in a row in front of them.

2. Each player selects four cards from their six to construct two double-digit numbers that, when added, have a sum as close to 100 as possible. Wild cards can be used as any numeral.

3. Each player writes the equation on his or her copy of the *Close to 100* Recording Sheet. For example, *42* l *56* 5 *98* or *46* l *59* 5 *103*.

4. Each player figures out his or her score. The score for the round is the difference between the sum and 100. In the examples in Step 3, 42 l 56 5 98 would result in a score of 2 and 46 l 59 5 103 would be a score of 3.

5. Put the cards that you used in a discard pile. Keep the two cards that you didn't use for the next round.

6. For the next round, deal four new cards to each player (players should add these cards to their hand of two cards for a total of six).

7. Repeat Steps 2–5. When you run out of cards, shuffle the discard pile and use those cards again.

8. After five rounds, every player totals their score. The player with the lowest score is the winner.

Game 7D:
Close to 1,000

Objective

In this version of the game, players are dealt eight numeral cards. Each player selects six of his or her cards to make two, three-digit numbers. The objective is to have the two, three-digit numbers, when added, equal a sum that is as close to 1,000 as possible.

Materials

- pencil, 1 per player
- Numeral Cards 0–9 (REPRODUCIBLE B) plus four blank cards with *Wild Card* written on each, 1 deck per player or group of players
- *Close to 1,000* Recording Sheets (REPRODUCIBLE 10), 1 per player

A Deck of Cards

For the purpose of this game, a deck of numeral cards is four copies of each numeral card listed in the materials, plus four wild cards (blank cards with *Wild Card* written on each).

Players

1, 2, or 3

Directions

1. Deal eight numeral cards to each player.

2. Each player selects any six of their cards to make two, three-digit numbers. For example, a 2, 6, and 5 could make 256, 265, 526, 562, 625, or 652. Wild cards can be used as any numeral. Try to make numbers that, when added, give you a total that is close to 1,000.

3. Each player writes the two, three-digit numbers and the corresponding sum on his or her recording sheet. For example: *742* 1 *256* 5 *998*.

4. Each player figures out his or her score. The score for the round is the difference between the total and 1,000. For example, if your total is 998, your score is 2. If your total is 1,005, your score is 5.

5. Put the cards that you used in a discard pile. Keep the two cards that you didn't use for the next round.

6. For the next round, deal six new cards to each player (players should add these cards to their hand of two cards for a total of eight).

7. Repeat Steps 2–6. When you run out of cards, shuffle the discard pile and use those cards again.

8. After five rounds, every player totals their score. The player with the lowest score is the winner.