



Hit the Target

Materials:

Calculator, paper and pencil

Directions for Playing the Game:

1. Players choose or are given a target range (800-850, for example).
2. Player 1 chooses a number between 1 and 100 (50, for example).
3. Player 2 chooses another number to multiply the first number by, either mentally or with a calculator (50 X 10, for example), and player 1 verifies and records the result.
4. If the product doesn't hit the target range, player 2 goes back to the original number and multiplies it by another number (again, either mentally or with a calculator), and player 1 verifies and records the result.
5. Players repeat step 4 until the product falls within the target range.
6. Players repeat the game, this time alternating roles.

Sample Game Scenario:

Target Range:	800-850
Starting Number:	50
50 X 10 = 500	<i>The number is too low.</i>
50 X 20 = 1000	<i>The number is too high.</i>
50 X 15 = 750	<i>The number is closer but still too low.</i>
50 X 17 = 850	<i>The number is within the target range.</i>

VERSION 2

1. If the product doesn't fall within the target range, students use the product (not the original number) as their new starting number and determine what number to multiply it by to hit the target range. This version of the game often involves multiplying by decimals to get to the target.
2. Play Hit the Target using addition and subtraction rather than multiplication.