



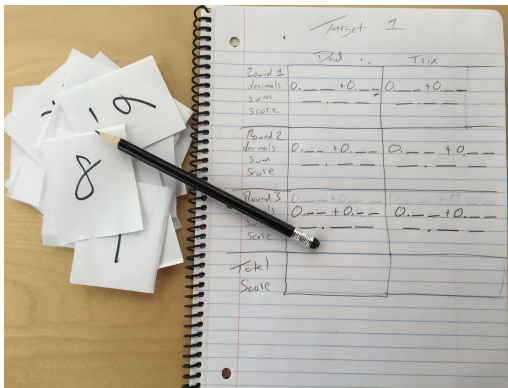
Target 1

Object of the Game

Players use number cards to create 2 decimals that have a sum as close to 1 as possible. The score for each round is the difference between a player's sum and 1. The player with the lower total score after three rounds wins.

Materials

- A deck of cards containing 4 each of the numbers 0 to 9
Download a set of [printable cards](#) , use a deck of playing cards (the 2–9 cards, aces for 1s and one of the face cards for 0s), or make your own cards. You can use paper, a grocery bag, or a cereal or other food box to make cards.
- Scrap paper or whiteboard to show work
- Pencil or pen
- Record sheets. Print copies of the [Target One Record Sheet](#)  or make your own.



Target 1 Record Sheet			
Name _____		Name _____	
Round 1			
Decimals	0. ____ + 0. ____	0. ____ + 0. ____	
Sum	_____	_____	
Score	_____	_____	
Round 2			
Decimals	0. ____ + 0. ____	0. ____ + 0. ____	
Sum	_____	_____	
Score	_____	_____	

Skills

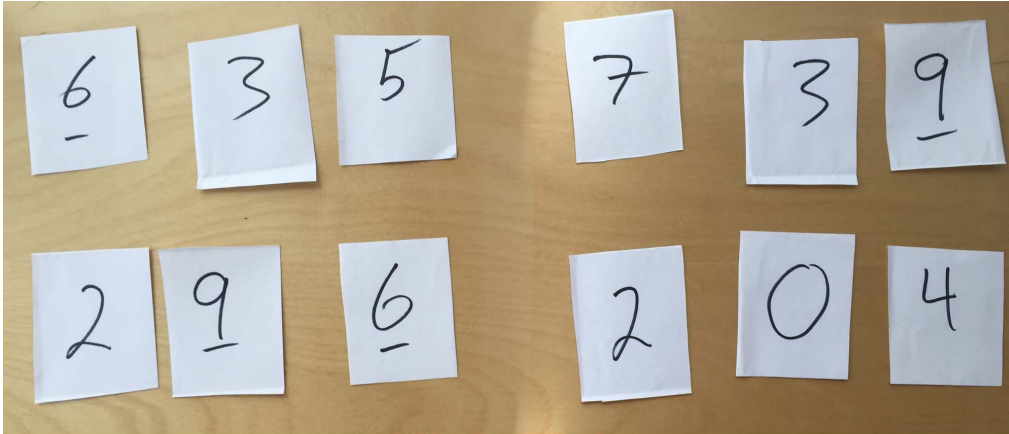
This game helps us practice

- Thinking about place value: tenths, hundredths and ones (wholes)
- Estimating
- Adding decimals to the hundredths
- Subtracting decimals from 1

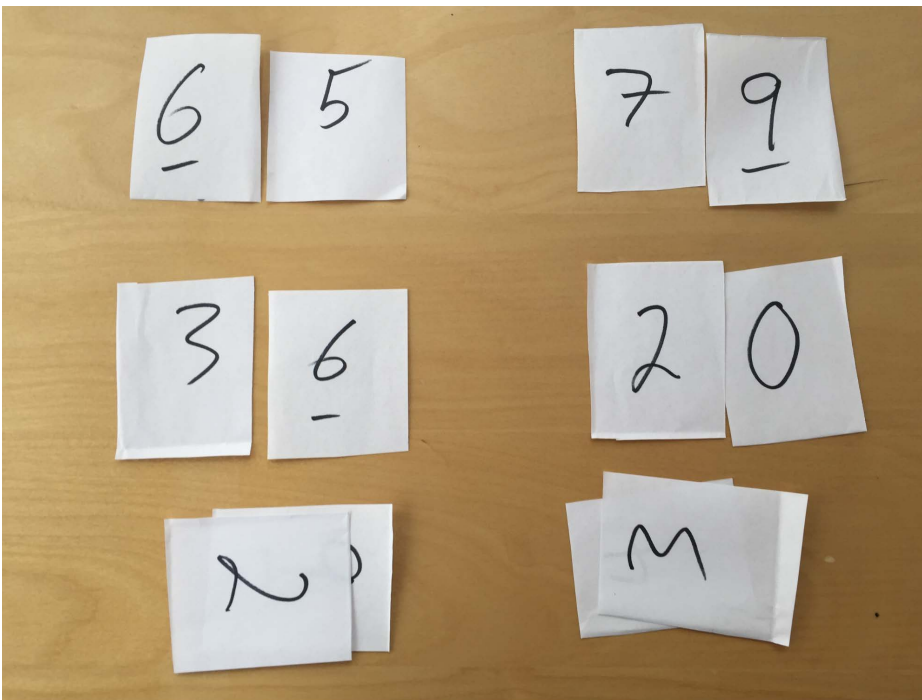
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How to Play

1. Mix up the cards. Each player gets 6 cards.



2. Each player chooses 4 of their 6 cards to make 2 decimal numbers to the hundredths place. The goal is to make numbers that will have a sum (the total when added) as close to 1 as possible, either less than or greater than 1.

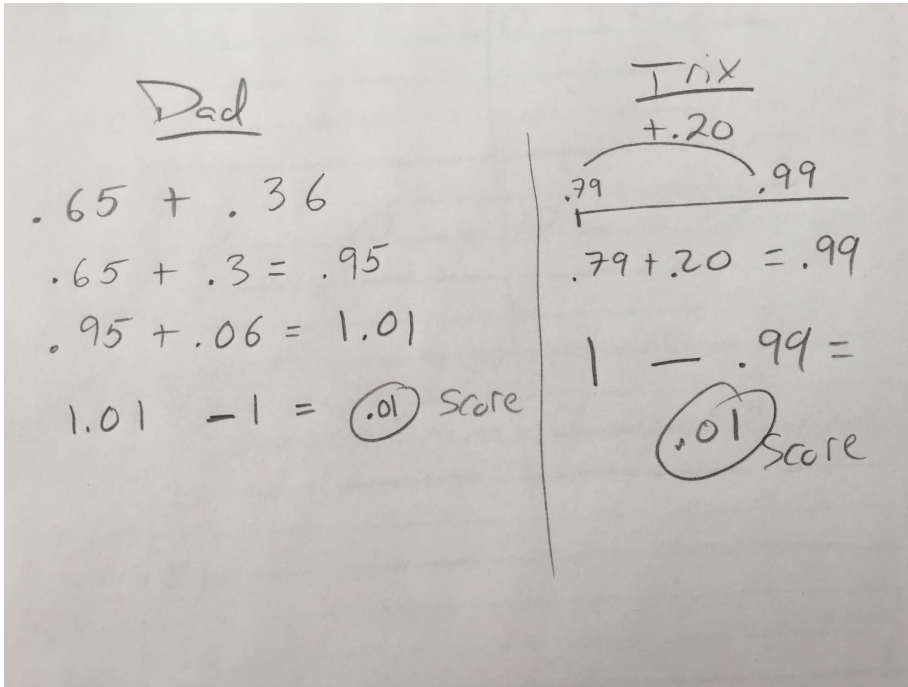


Dad made $0.65 + 0.36$. He didn't use the 2 or the 9.

Trix made $0.79 + 0.20$. He didn't use the 3 or the 4.

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3. Players add their numbers. This can be done on scratch paper or mentally.



4. Players record their decimals, sum and score on the record sheet.

Target 1

	Dad	Trix
Round 1		
decimals	$0.\underline{65} + 0.\underline{36}$	$0.\underline{79} + 0.\underline{20}$
sum	$\underline{1.01}$	$\underline{0.99}$
score	$.01$	$(.01)$

5. The difference between a player's total and 1 is their score for the first round.

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6. After three rounds, players add their three scores. The player with the LOWER final score wins.

	Dad	Trix
Round 1		
decimals	$0.\underline{65} + 0.\underline{36}$	$0.\underline{79} + 0.\underline{20}$
sum	$\underline{1.01}$	$\underline{0.99}$
score	.01	(.01)
Round 2		
decimals	$0.\underline{54} + 0.\underline{67}$	$0.\underline{80} + 0.\underline{19}$
sum	$\underline{1.21}$	$\underline{0.99}$
score	.21	(.01)
Round 3		
decimals	$0.\underline{42} + 0.\underline{57}$	$0.\underline{42} + 0.\underline{58}$
sum	$\underline{0.99}$	$\underline{1.00}$
score	(.01)	(0)
Total	$.01 + .21 + .01 =$	$.01 + .01 + 0 =$
Score	.23	(.02) Winner!

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Tips for Players and Families

- Money is a good model for working with decimals to the hundredths. Rephrasing 0.73 as 73 cents may help some players.
- Take time to discuss how players decide which cards to use each round. Moving the number cards around as you think can be useful for all players.
- Students may have strategies for adding decimals, like using number lines, that adults are unfamiliar with. Ask questions if you don't understand a strategy. It's always interesting to learn something new!

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?

- Take 4 cards each round instead of 6. Players will have to use all 4 cards.
- Change the target to 1.5 or 2.
- Play cooperatively, working to get the smallest score as a team.
- Add 4 Wild Cards to the deck. These can represent any digit.

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Print 4 copies.

Use blank square as a Wildcard to change up the game (see game instructions for more information).

	0	1
2	3	4
5	6	7
8	9	

Target 1 Record Sheet

Name _____

Name _____

Round 1

Decimals	0. ____ ____ + 0. ____ ____	0. ____ ____ + 0. ____ ____
Sum	_____ . _____	_____ . _____
Score		

Round 2

Decimals	0. ____ ____ + 0. ____ ____	0. ____ ____ + 0. ____ ____
Sum	_____ . _____	_____ . _____
Score		

Round 3

Decimals	0. ____ ____ + 0. ____ ____	0. ____ ____ + 0. ____ ____
Sum	_____ . _____	_____ . _____
Score		

**TOTAL
SCORE**