

BUILD THAT NUMBER

Skill: Creating a target number using expressions.

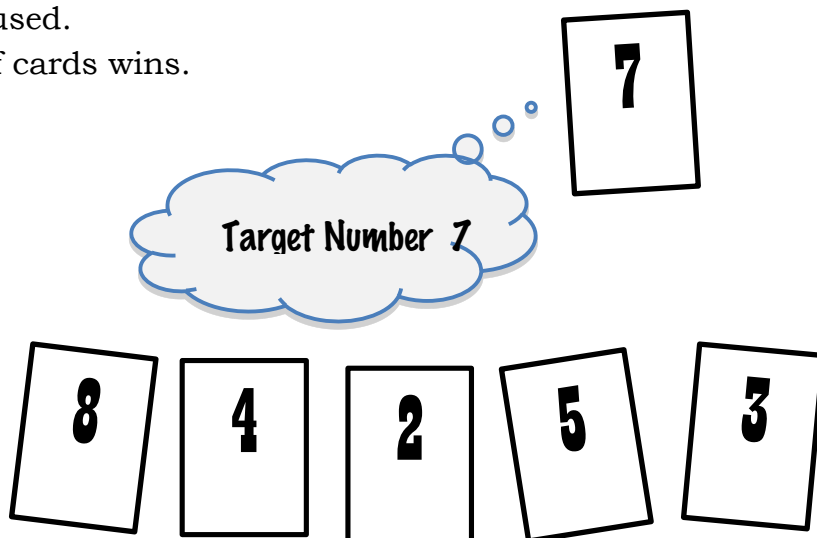
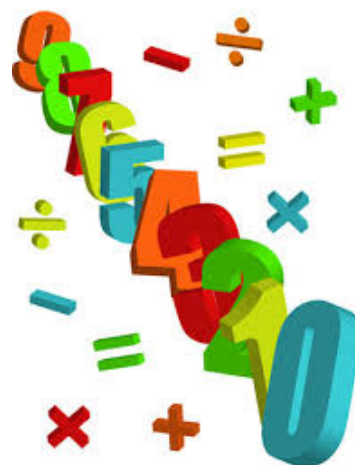
Materials: Number cards 0-10 works well. Can use regular deck of playing cards. Jacks =0, Queens=11, Kings=12 (important to have a zero)

Players: 2

How To Play: To collect more cards than your opponent

Directions:

- Shuffle the cards and place five cards number side up on the table. This is the “The Bank”. The rest of the cards are placed in a pile face down (number side down).
- Next, Player 1 turns over the top card from the “face down” pile. This card is now that player’s “TARGET NUMBER”
- Player 1 now must “build” or “create” the “TARGET NUMBER” by using an operation (addition or subtraction) with two (2) or more cards used from “The Bank”. Player 1 may use more than one operation, but each card in “The Bank” may **ONLY** be used once per turn.
- If Player 1 can use 2 or more cards from “The Bank” to build the “Target Number”, Player 1 may keep those cards and Player 1’s turn is over. S/he must now replace all the cards used from “The Bank” with cards from the top of the “face down” deck to make sure there are five (5) cards in “The Bank” and a new “Target Number” is selected from the top of the “face down” pile. This is the new “Target Number”.
- If player 1 cannot build the “Target Number” the turn is over. The “Target Number” is placed at the bottom of the “face down” pile and a new “Target Number” is selected from the top of the “face down” pile. This is the new “Target Number”
- Player 2 must now create her/his own “Target Number”.
- Play continues until all cards are used.
- Player with the greater numbers of cards wins.



Variations:

Students may use all four operations—addition, subtraction, multiplication, and division. Students may also create fractions to build number.

Students may wish to record their number sentences to keep track of their thinking and solutions.

Game may also be played with 6 dice. The die for the “Target Number” should be a different color than the other 5 dice. For younger students you may use 6 sided die, for older students or those who need more challenges 9 or 10 sided die (or larger).

Materiales 1 baraja complete de tarjetas de números A = 1; J = 0; Q = 11; K = 12

Jugadores 2 ó 3

Destreza Dar nombre a números con expressions

Objetivo del juego Reunir la mayor cantidad de tarjetas.

Instrucciones

1. Revuelvan las tarjetas y repartan 5 tarjetas a cada jugador. Coloquen las tarjetas restantes boca abajo en la mesa entre los jugadores. Volteen la tarjeta de arriba y colóquenla junto a la baraja. Este es el **numero objetivo** para la ronda.
2. Los jugadores suman o restan los números de todas las tarjetas suyas que puedan para igualar el número objetivo. Un tarjeta solo puede usarse una vez.
3. Los jugadores escriben sus soluciones en una hoja de papel. Cuando los jugadores hayan escrito sus mejores soluciones:
 - a. Cada jugador pone a un lado las tarjetas que usó para darle nombre al número objetivo.
 - b. Cada jugador reemplaza las tarjetas sacando nuevas tarjetas de arriba de la baraja.
 - c. Colocan el número objetivo anterior debajo de la baraja.
 - d. Voltean un Nuevo número obetivo y juegan otra ronda.
4. El juego continua hasta que no haya suficientes tarjetas para reemplazar todas las tarjetas de los jugadores. El jugador que ponga a un lado más tarjetas gana el juego.

EJEMPLO Número objetivo: 6

Algunas soluciones posibles:

$$10 - 4 = 6$$

$$1 + 2 + 3 = 6 \text{ (se usaron 3 tarjetas.)}$$

$$9 + 4 - 7 = 6$$