

Close to 100

Materials: Deck of Cards / Paper and pencil

Purpose: Student practices thinking flexibly about numbers and adding and subtracting two-digit numbers using appropriate strategies.


Tutor removes face cards and tens from the deck and then deals four cards to the student and four to him/herself. Tutor and student rearrange the cards on the table to make any two two-digit numbers they choose. (See example below.)

The object of the game is for each player's sum to be as "close to 100" as possible. A player's score at the end of each round is his/her distance from 100. Play four rounds, tallying each player's scores on a score sheet as shown below. The person with the lowest score wins.

Ensure student is explaining his/her work and using appropriate strategies he/she has been exposed to throughout this notebook.



Example Student Score Sheet:

	Score 
Round 1: $83 + 26 = 109$	9
Round 2: $\underline{\quad} + \underline{\quad} = \underline{\quad}$	_____
Round 3: $\underline{\quad} + \underline{\quad} = \underline{\quad}$	_____
Round 4: $\underline{\quad} + \underline{\quad} = \underline{\quad}$	_____
Final score: _____	

Example Student Response:

"I added 80 and 20 to get 100, and 6 and 3 makes nine. My total is 109 and that is 9 away from 100."