



# Close to 100

## You need

- Digit Cards (deck of 44)
- *Close to 100* Recording Sheet for each player

## Play alone, with a partner, or in a small group.

- 1 Deal out six Digit Cards to each player.
- 2 Use any four cards to make two numbers; for example, 6 and 5 could make either 56 or 65. Wild cards can be used as any numeral. Try to make numbers that, when added, give you a total that is close to 100.
- 3 Write these two numbers and their total on the *Close to 100* Recording Sheet; for example,  $42 + 56 = 98$ .
- 4 Find your score. Your score is the difference between your total and 100. For example, if your total is 98, your score is 2. If your total is 105, your score is 5.
- 5 Put the cards you used in a discard pile. Keep the two cards you did not use for the next round.
- 6 For the next round, deal four new cards to each player. Make more numbers that come close to 100. When you run out of cards, shuffle the discard pile and use those cards again.
- 7 Five rounds make one game. Total your scores for the five rounds. The player with the **LOWEST** score wins.

The image shows a sample of the 'Close to 100 Recording Sheet'. It is a rectangular sheet with a header for 'Name' and 'Date'. Below the header is the title 'Close to 100 Recording Sheet' and a small circular logo. The sheet is divided into two sections, each labeled 'Game 1'. Each section contains five rounds of play, with each round having a line for the first number, a plus sign, a line for the second number, an equals sign, a line for the total, and a line for the score. At the bottom of each section is a line for 'TOTAL SCORE'. The sheet also includes a small circular logo with 'M30' and 'Unit 1' and a reference to 'Sessions 2.2, 2.3, 2.5, 2.6, 2.7'.