

Topics: Arithmetic, Addition, Logic

Materials List

- ✓ Playing cards (with face cards and 10s removed)
- ✓ Paper
- ✓ Pencils

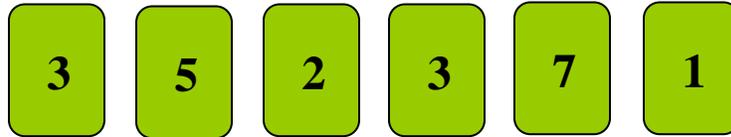
This activity can be used to teach:

Common Core Math Standards:

- Addition and Subtraction (Number and Operations in Base Ten, Grade 2, 1, 2, 3, 5, 7, & 8; Grade 3, 2; Grade 4, 4)
- Problem Solving and Reasoning (Mathematical Practices Grades K - 4)

1000 Wins

Making Addition Fun!



Adding 3-digit numbers gets easier with this easy-to-learn and fun-to-play card game.

Playing the Game (for 2 -4 players)

1. Have paper and pencils available for students to use during play.
2. Each player receives 6 cards on each round.
3. Each player creates an addition problem (a 3-digit number + another 3-digit number) using his or her 6 cards that sum as close to 1000 as possible.
4. The player who creates the problem that adds up closest to 1000 wins the round and earns a point. In the case of a tie, all appropriate players earn a point.
5. The player with the most points at the end of 10 rounds wins the game.

Example: A player receives the 6 cards at the top of the page. The player can create many combinations, including the 2 problems below. Problem 2 would be a better choice because the sum is closer to 1000. If no other player comes closer to 1000 than 984, this player would win.

Problem 1

$$\begin{array}{r}
 \begin{array}{ccc}
 \boxed{3} & \boxed{3} & \boxed{5} \\
 \boxed{2} & \boxed{7} & \boxed{1}
 \end{array} \\
 + \\
 \hline
 606
 \end{array}$$

Problem 2

$$\begin{array}{r}
 \begin{array}{ccc}
 \boxed{7} & \boxed{3} & \boxed{1} \\
 \boxed{2} & \boxed{5} & \boxed{3}
 \end{array} \\
 + \\
 \hline
 984
 \end{array}$$

Taking it Further

To make the game simpler for younger students:

Have each player receive just 4 cards and change the name of the game (and the goal) to **100 Wins**.

To work on subtraction instead of addition:

Change the name of the game (and the goal) to **Zero Wins**. Have the players use their 6 (or 4) cards to create a subtraction problem that comes closest to "0". This game variation may introduce the concept of negative numbers. Teachers should decide, in advance, how they will address this concept as appropriate for student abilities.

Web Resources (Visit www.raft.net/raft-idea?isid=264 for more resources!)

- Teacher designed math courses – <https://njctl.org/courses/math>