

NAME _____

DATE _____

Close to 100 Recording Sheet

Game 1	Score
Round 1: _____ + _____ = _____	_____
Round 2: _____ + _____ = _____	_____
Round 3: _____ + _____ = _____	_____
Round 4: _____ + _____ = _____	_____
Round 5: _____ + _____ = _____	_____
TOTAL SCORE _____	

Game 2	Score
Round 1: _____ + _____ = _____	_____
Round 2: _____ + _____ = _____	_____
Round 3: _____ + _____ = _____	_____
Round 4: _____ + _____ = _____	_____
Round 5: _____ + _____ = _____	_____
TOTAL SCORE _____	

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Close to 100 Directions

You need

- Digit Cards (without Wild Cards)
- *Close to 100* Recording Sheet (G36)
(1 per student)

Play with a partner. Work together.



- 1 Deal six Digit Cards.
- 2 Use the cards to make 2-digit numbers; for example, 6 and 5 could make 56 or 65. Try to make two 2-digit numbers that, when added, give you a total that is close to 100.
- 3 Write these two numbers and the total on the *Close to 100* Recording Sheet.

Game 1	Score
Round 1: <u>42</u> + <u>56</u> = <u>98</u>	_____
Round 2: _____ + _____ = _____	_____
Round 3: _____ + _____ = _____	_____
Round 4: _____ + _____ = _____	_____
Round 5: _____ + _____ = _____	_____
TOTAL SCORE _____	

- 4 Find the score. The score is the difference between the total and 100. For example, if the total is 98, the score is 2. If the total is 105, the score is 5.
- 5 Put the used cards in a discard pile. Keep the two unused cards.
- 6 Deal four new cards. Make two 2-digit numbers that come close to 100. (If you run out of cards, shuffle the discard pile, and use them.)
- 7 Five rounds make one game. Total the scores for the five rounds.

More Ways to Play

- Play against your partner. The player with the **lowest** score wins.
- Use Wild Cards. A Wild Card can be any number. If you use a Wild Card, circle that number on your recording sheet.