DIVISION TARGET GAME 2 DIGIT BY 1 DIGIT

Division Target Game is a more advanced estimating game for children who already have a working knowledge of division. The aim of the game is to make an answer as close as possible to the target number. Making an exact answer with no remainder is not important.

Age Range: 3rd Grade+ **Number of players**: 2+

Learning: division, estimation, rounding, working out the difference

You will need

- a sets of digit cards (0-9) per player
- a Game board for each player cut out
- A calculator and a piece of paper

Instructions

- Player 1 chooses a target number between 1 and 10 and announces the number to the rest of the players. This needs to be written down on a piece of paper.
- Shuffle the sets of digit cards and place them face down in a pile.
- Player 1 takes a digit card from the pile. Player 1 then places the digit card on their number board to try to make a division with an answer as close to the target number as possible. Players will need to use their rounding, estimating and dividing skills to work out the best place for each digit. Calculators are not available at this stage!
- Player 2 then takes a digit card and places it on their board to make a division with an answer as close to the target number as they can.
- Player 1 then takes a second card, and places on one of the remaining spaces on their number board.
- No player can move any digit card once they have placed it on their board.
- Once both players have finished placing their 3 digits, each player works out their division calculation using a calculator, and see how close they are to the target number.
 To do this players have to work out the difference between their own answer and the target number.
- The winner is the player who gets closest the target number.

Variations

- Roll a ten sided dice (or pick a digit card at random) to choose the target number at the start of each game.
- Alternative winning strategies:
 - o The player with the largest answer wins, or
 - o The player with the smallest answer wins





