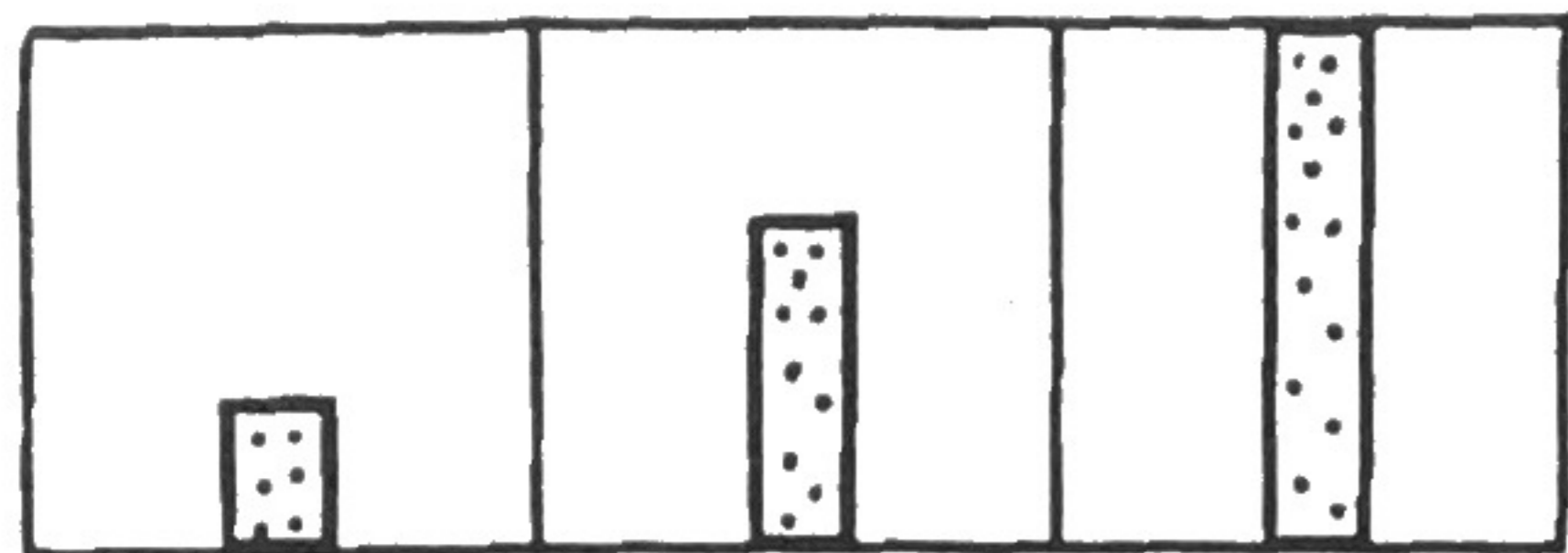


Lowest Score



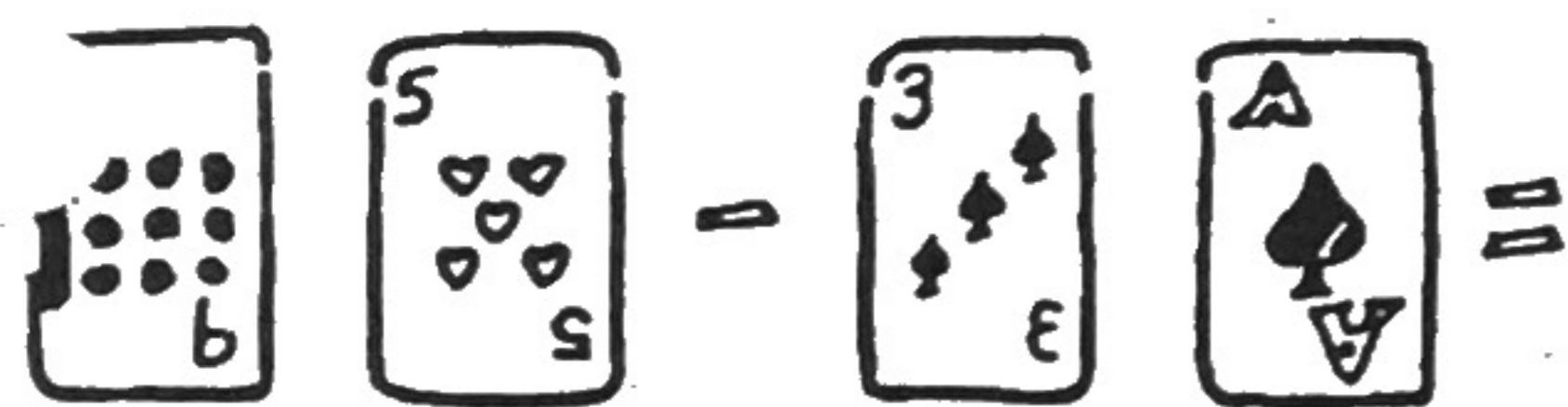
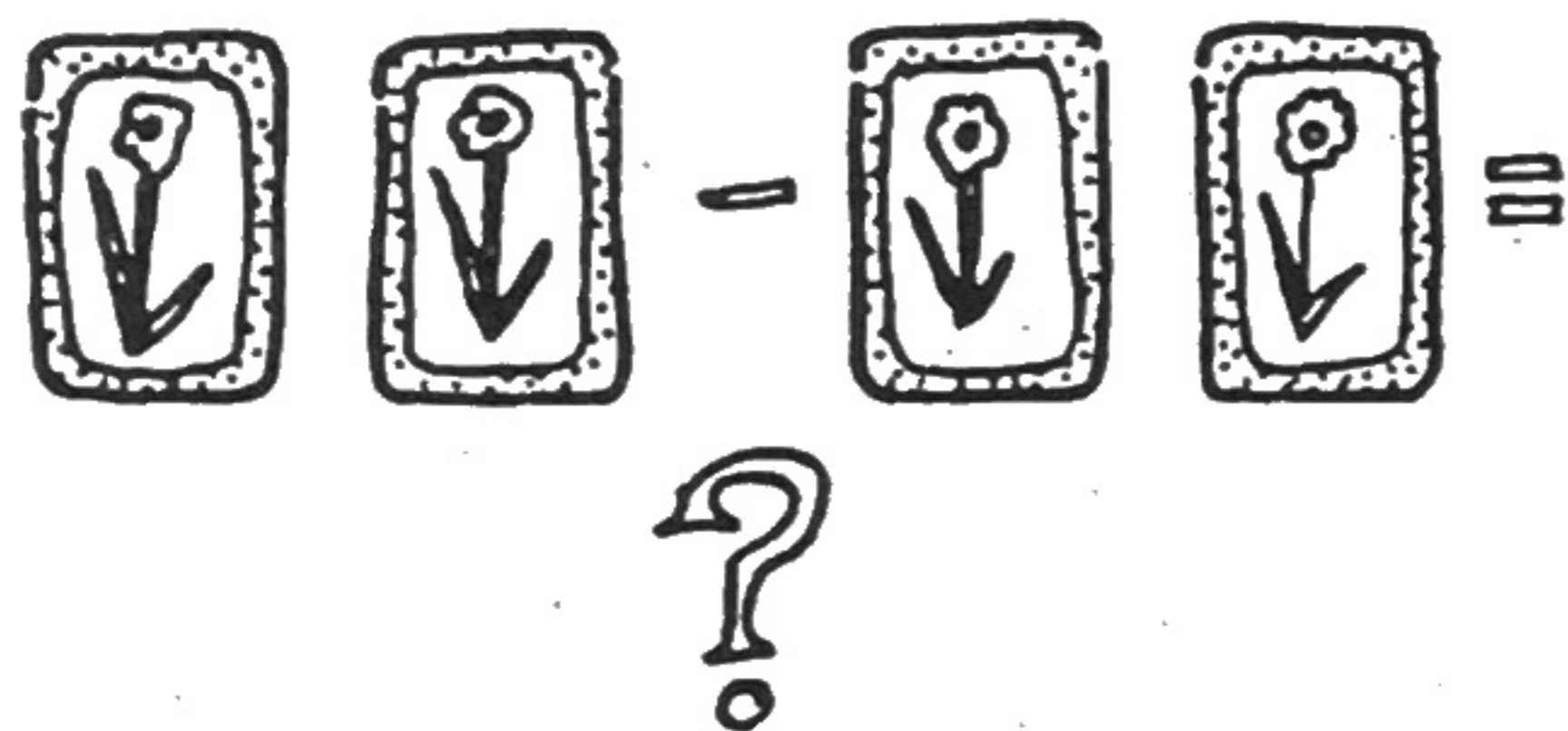
Grade Level

TOOLS

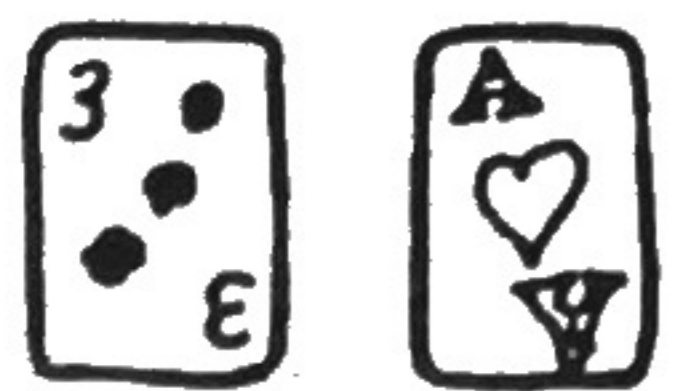
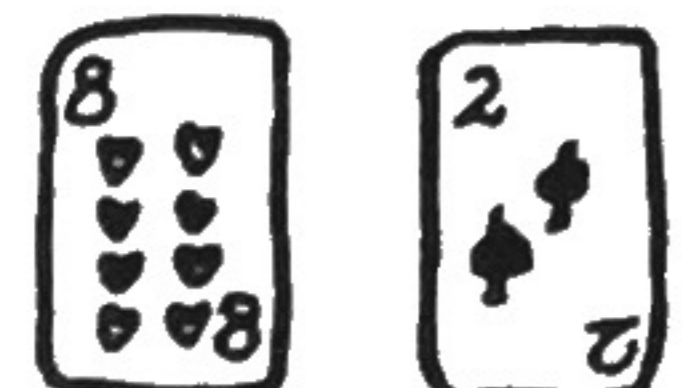
Deck of cards

Paper and pencil

A game for
2-5 players



Round 2



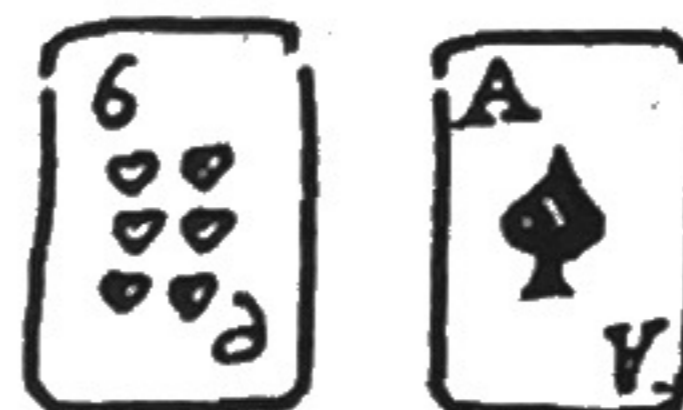
Why

To practice subtraction, estimation, and mental arithmetic

How

- Remove the tens and picture cards from a deck of cards, leaving ace through nine for the game. Shuffle the cards.
- Deal each player four cards, face down.
- Turn up two more cards. The first card goes in the tens' place and the second in the ones' place to form the **target number**. For example, a six then an ace makes **61**.

Round 1



- Now the players turn up their four cards and arrange them into two 2-digit numbers, so that when they **subtract** their two numbers the result will be as close to the target number as possible.
- To find the score, each player finds how close he or she is to the **target number** by subtracting her or his result from the **target number** or vice versa, depending on which number is larger.
- For example, if the **target number** is 61 and a player has an A, 5, 3, 9, the best she could do is $95 - 31 = 64$. Her score would be $64 - 61 = 3$ for that round.

Note that you can go **over** or **under** the **target number** when you subtract. A 64 has a difference of three from 61, and a 58 also has a difference of three from 61, so either 58 or 64 would give a score of three for the target number 61.

- For the next round, turn up two new cards from the deck to form the next target number. Players can choose to use their same four cards and proceed as above, or deal out new cards.
- Add Round 2 score to Round 1 score.
- Play for five rounds. The player with the **lowest total score** wins.

More Ideas

- Play and work toward a low group score.
- Allow trading cards among players.
- Try a 3-digit **target number** and six cards for each player.