Game: Closest to 100

Play time: 10-15 minutes per game, depending on skill level

Number of players: 2+, though the more players, the more likely there is to be a tie

Math skill being practiced: Addition, subtraction, logic

Materials:

- Desk of cards with no face cards (for added fun, mix together more than one deck)
- Score sheet and pencil

Game play:

1. Each player draws 4 cards and lays them out in front of them. Or be sneaky and hide them for a more dramatic reveal.
2. Using their four cards, each player must make two 2 digit numbers
    a. For example, if a player drew 5, 6, 9, and 3, they could make the numbers 39 and 56
3. The goal is to make two numbers that when added together give a total as close to 100 as possible. The answer can go over, or stay under, but the key is to be closer than your opponent.
4. When each player has decided on a combination, they write down their numbers in the score sheet and write out their total.
    a. For example, 39 + 56 = 95 or 59 + 63 = 122 (but one is clearly a better option)
5. The player with the total closer to 100 wins the round and receives a point.
    a. If both players are equally close to 100, for example one player has 95 and the other has 105, no one gets any points that round.
    b. If a player gets exactly 100, good for them! No extra points though.
6. After ten rounds, the player with the most points wins – give them a high five!

Variation:

- ⇨ Game can also be played to practice multiplication – instead of creating two 2 digit numbers, players must decide which combination of single digit multiplications when added together, give them a score closest to 100.
    - For example, if a player drew 5, 6, 9, and 3, they might combine them this way to get 63:
        - (5X9) + (6X3) ⇨ (45) + (18) = 63
- ⇨ If you want to get really crazy, you can try getting as close to 0 as possible. This works the same as addition, except you want to subtract your two numbers to get as close to 0 as possible. You can go down into negative numbers*, but the rule stands that closest to 0 wins.

*Make sure you know what negative numbers are before venturing into the negative space – things can get dicey in there. Bring a number line for support.

CLOSEST TO 100 – Score sheet – ADDITION

Player	Pts	Player	Pts
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	

CLOSEST TO 100 – Score sheet – ADDITION

Player	Pts	Player	Pts
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	

CLOSEST TO 100 – Score Sheet- MULTIPLICATION

Player	Pts	Player	Pts

(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____

CLOSEST TO 100 – Score Sheet- MULTIPLICATION

Player	Pts	Player	Pts

(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____

CLOSEST TO 0 – Score Sheet - SUBTRACTION

Player	Pts	Player	Pts
_____ - _____ = _____		_____ - _____ = _____	
_____ - _____ = _____		_____ - _____ = _____	
_____ - _____ = _____		_____ - _____ = _____	
_____ - _____ = _____		_____ - _____ = _____	
_____ - _____ = _____		_____ - _____ = _____	
_____ - _____ = _____		_____ - _____ = _____	
_____ - _____ = _____		_____ - _____ = _____	
_____ - _____ = _____		_____ - _____ = _____	
_____ - _____ = _____		_____ - _____ = _____	
_____ - _____ = _____		_____ - _____ = _____	

CLOSEST TO 0 – Score Sheet - SUBTRACTION

Player	Pts	Player	Pts
_____ - _____ = _____		_____ - _____ = _____	
_____ - _____ = _____		_____ - _____ = _____	
_____ - _____ = _____		_____ - _____ = _____	
_____ - _____ = _____		_____ - _____ = _____	
_____ - _____ = _____		_____ - _____ = _____	
_____ - _____ = _____		_____ - _____ = _____	
_____ - _____ = _____		_____ - _____ = _____	
_____ - _____ = _____		_____ - _____ = _____	
_____ - _____ = _____		_____ - _____ = _____	
_____ - _____ = _____		_____ - _____ = _____	

PLUS PROCHE À 100 – Carte de pointage – ADDITION

Nom de joueur	Pts	Nom de joueur	Pts
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	

PLUS PROCHE À 100 – Carte de pointage - ADDITION

Nom de joueur	Pts	Nom de joueur	Pts
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	
_____ + _____ = _____		_____ + _____ = _____	

PLUS PROCHE À 100 – Carte de pointage - MULTIPLICATION

Nom de joueur	Pts	Nom de joueur	Pts

(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
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(____X____) + (____X____) = _____	(____X____) + (____X____) = _____

PLUS PROCHE À 100 – Carte de pointage - MULTIPLICATION

Nom de joueur	Pts	Nom de joueur	Pts

(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____
(____X____) + (____X____) = _____	(____X____) + (____X____) = _____

PLUS PROCHE À 0 – Carte de pointage - SOUSTRATION

Nom de joueur	Pts	Nom de joueur	Pts
_____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____		_____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____	

PLUS PROCHE À 0 – Carte de pointage - SOUSTRATION

Nom de joueur	Pts	Nom de joueur	Pts
_____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____		_____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____ _____ - _____ = _____	