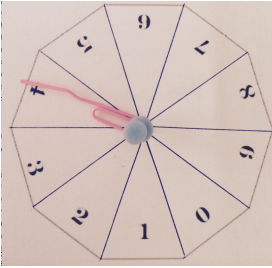# TARGET 100

LESSON STARTER GAME FOR THE WHOLE CLASS   (OR TWO PLAYERS)

You will need a 0 to 9 spinner or ten cards.

See instructions for making spinners below.

Each player draws an addition grid like the one shown.

Spin the spinner and all the players must write the digit in one of the top four boxes.

Once a number is written it cannot be changed.

Repeat three more times.

Then the learners add up their two 2-digit numbers.

The player (or players) with the total closest to 100 wins.

Score 1 point for a win. Repeat several times.

ALTERNATIVE VERSION OF THE TARGET 100 GAME.

Spin 6 times and each time the players write a digit in one of the boxes. Again they must add their numbers and the closest total to 100 wins

GAME FOR 2 PLAYERS

Each player draws an addition grid like one of those shown. They take turns to spin the spinner and each player decides which of their cells to fill in and can't change the position of the number once it is written in. After filling the top boxes, the players add up the numbers and write the total on the bottom line.

HELP

To get a total close to 100 you should aim to enter 2 numbers close to 50 or 3 numbers close to 33.

NEXT

Play the game with a grid to multiply a 2-digit number by a 1-digit number or to with a grid to divide a 4-digit number by a 1-digit number.

TARGET 100

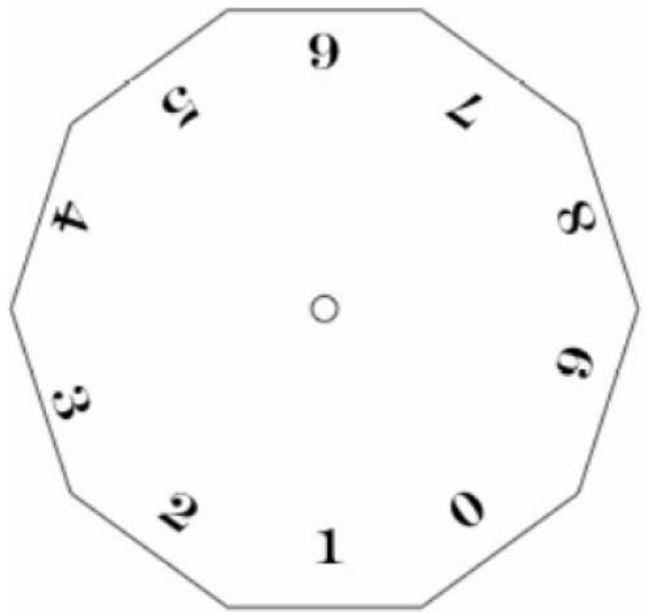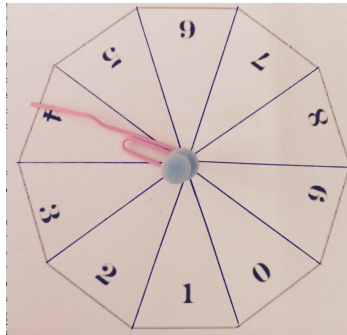Play this game as a lesson starter for the whole class or in pairs. Use a 0 to 9 die or spinner.

At each throw players choose where to put the digit to divide a 4 digit number by a one digit number. The closest answer to 100 wins.

MAKE A 0 – 9 SPINNER

To make your own spinner you will need a paper clip and a pin.

Mark in the lines in the template on the right as in the diagram and cut it out.

Open up the paper clip and pin the paper clip and the template down on a flat surface so that the paper clip spins easily.

If you want to make a spinner without using a pin you can hold down the template and the paper clip with the point of a pencil.