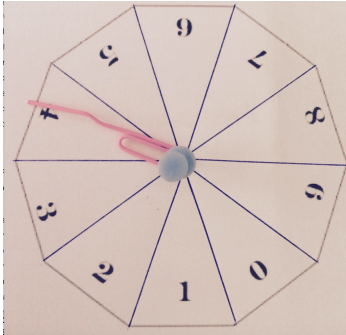# TARGET 1000

LESSON STARTER GAME FOR THE WHOLE CLASS

You will need a 0 to 9 spinner or dice.

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 nine boxes.

Once a number is written it cannot be changed.

Repeat eight more times.

Then the learners add up their three 3-digit numbers.

The player (or players) with the total closest to 1000 wins.

Score 1 point for a win.

ALTERNATIVE VERSION OF THE TARGET 1000 GAME. The players write down all 9 numbers and then **at the end** decide where to place them. This is a game of skill which involves mathematical thinking and not luck.

GAME FOR 2 PLAYERS Each player draws an addition grid like the one shown. Take turns to spin the spinner and each player decides which of their cells to fill in. You can't change the position of the number once it is written in. After 9 spins add up the three 3-digit numbers and write the total on the bottom line.

HELP

To get a total close to 1000 you should aim to enter 3 numbers of about 333. To adjust for a number greater than 333 you need another number less than 333 by about the same difference.

NEXT

Can you put the numbers 1 to 8 (each number once and only once) into the circles so that the four calculations are correct?

Square of numbers:
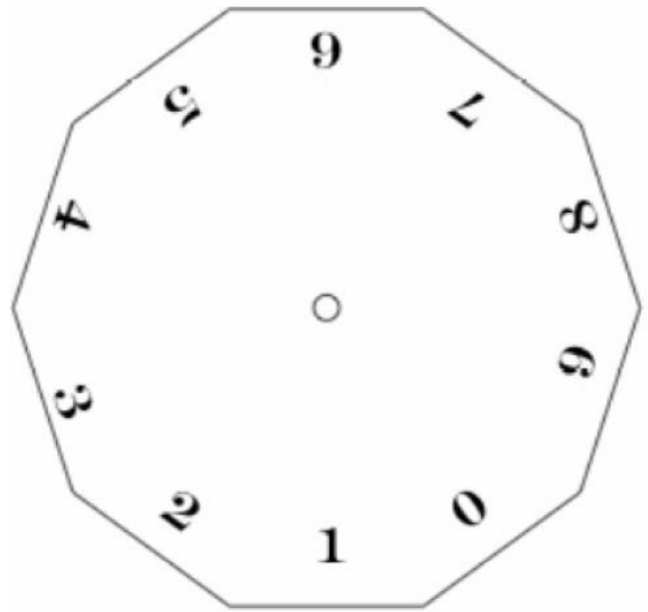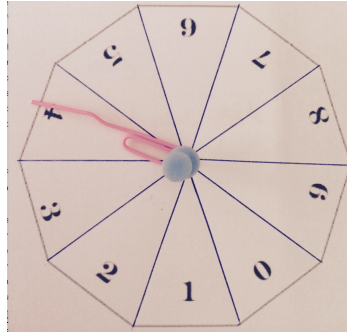https://aiminghigh.aimssec.ac.za/years-4-7-a-square-of-numbers/

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.