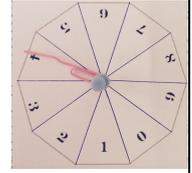


TARGET DIVISION

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

You can play this game to divide a 3-digit number by a 1-digit number (TARGET 100) or to divide a 4-digit number by a 1-digit number (TARGET 1000).



VERSION 1 This is a game of chance.



Each player must draw the grid on a showboard or in their notebook.

Draw the grid as shown for dividing a 4 digit number by a 1 digit number or use 4 squares rather than 5 for dividing a 3 digit number by a 1 digit number.

Spin the spinner and the players must write the digit in one of the boxes. Once a number is written the position cannot be changed.

Repeat until you have a number for every box.

Then the players divide the bigger number by the 1-digit number and write the answer on the top line.

The winner is the player (or players) with the quotient closest to 100 for the 3-digit number divided by a 1-digit number or closest to 1000 for the 4-digit number divided by a 1-digit number.

Score 1 point for a win.

VERSION 2 This is a game of skill

Spin the spinner 4 (or 5) times and make a note of the numbers that come up.

The players must write the digits in the boxes so that the answer to the division is as close as possible to 100 for the 3-digit number divided by a 1-digit number or closest to 1000 for the 4-digit number divided by a 1-digit number. A time limit such as 5 minutes is set for this. The player (or players) with the quotient closest to 100 (or 1000) wins. Score 1 point for a win.

Alternative scoring system: Players get penalty points each round equal to the difference between their answer and the target. At the end of the game the player with the **LOWEST** total of penalty points is the winner.

HELP

Play these games first:

Target 100 <https://aiminghigh.aimssec.ac.za/years-4-5-target-100/> and

Target 1000 <https://aiminghigh.aimssec.ac.za/years-4-7-target-1000/>

Target 10 Thousand <https://aiminghigh.aimssec.ac.za/years-5-7-target-10-thousand/>

NEXT

Organise a knockout competition where everyone in the class plays another learner in Round 1. Then the losers drop out and the winners of Round 1 compete in pairs in Round 2, the winners of Round 2 compete in Round 3 and so on until the Final is played between the last 2 players.

Use the scoring system with 5 Games in each Round, where players get penalty points each Game equal to the difference between their answer and the target. At the end of the 5 Games the player with the **LOWEST** total of penalty points is the winner.

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.

