

# Get Close to 100

## What you need:

2 - 4 players

deck of cards, 10s removed

Get Close to 100 recording sheets (following) for each player

The object of the game is to make a two-digit addition problem that comes as close to 100 as possible.

Shuffle cards and place them face down in a pile.

Player #1 turns over 4 cards and moves the cards around until he/she has created a problem that will be as close to 100 as he/she can make it. Player #1 records this problem on his/her recording sheet. Player #2 checks for addition accuracy.

*Example: Player #1 draws a 4, a 7, a 2, and a 5. He/she moves the cards around until she/he decides that*

$$\begin{array}{r} 47 \\ + 52 \\ \hline 99 \end{array}$$

*is the closest that he/she can get.*

Player # 2 draws four cards and does the same.

The points for each round are the ***difference*** between their sum and 100.

*Example: A sum of 95 scores 5 points and so does a sum of 105.*

Players compare scores at the end of this first round. They put their four cards in a discard pile and player #2 begins first and turns over four more cards for the second round.

After six rounds, players total their points and the player with the lowest score wins.

# Get Close to 100 Recording Sheet

Round 1

\_\_\_\_\_

+ \_\_\_\_\_

Sum \_\_\_\_\_

Points earned for round 1 \_\_\_\_\_

Round 2

\_\_\_\_\_

+ \_\_\_\_\_

Sum \_\_\_\_\_

Points earned for round 2 \_\_\_\_\_

Round 3

\_\_\_\_\_

+ \_\_\_\_\_

Sum \_\_\_\_\_

Points earned for round 3 \_\_\_\_\_

Round 4

\_\_\_\_\_

+ \_\_\_\_\_

Sum \_\_\_\_\_

Points earned for round 4 \_\_\_\_\_

Round 5

\_\_\_\_\_

+ \_\_\_\_\_

Sum \_\_\_\_\_

Points earned for round 5 \_\_\_\_\_

Round 6

\_\_\_\_\_

+ \_\_\_\_\_

Sum \_\_\_\_\_

Points earned for round 6 \_\_\_\_\_

Total points earned in 6 rounds \_\_\_\_\_