

# Get Close to 1,000

## What you need:

2 - 4 players

deck of cards, 10s removed

Get Close to 1,000 recording sheets (following) for each player

The object of the game is to make a three-digit addition problem that comes as close to 1,000 as possible.

Shuffle cards and place them face down in a pile.

Player #1 turns over 6 cards and moves the cards around until he/she has created a problem that will be as close to 1,000 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 8, 1, 3, 5, 6, and a 5. He/she moves the cards around until she/he decides that*

$$\begin{array}{r} 351 \\ + 658 \\ \hline 1,009 \end{array}$$

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

Player # 2 draws 6 cards and does the same.

The points for each round are the ***difference*** between their sum and 1,000.

*Example: A sum of 995 scores 5 points and so does a sum of 1,005.*

Players compare scores at the end of this first round. They put their 6 cards in a discard pile and player #2 begins first and turns over 6 more cards for the second round.

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

# Get Close to 1,000 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 \_\_\_\_\_