

Race to the Target Number

Materials: 4 sets of digit cards 1-9

1. Shuffle the deck and place five cards in the center of the playing area.
2. Turn up a sixth card as the Target Card, which is the target number for all players.
3. Players race to use all five cards to make the target number. The five numbers can be used in any order, but each number can only be used once. Players may use addition, subtraction, multiplication and division in any combination. Parentheses can be used to indicate the order of operations. Players must write out their equations.

Sample cards: 1, 2, 7, 1, 9

Target Card: 2

One possible solution: $(9 \times 1) \div (2+7) + 1 = 2$

4. The first player to finish a complete equation calls out "Target!" and explains his/her reasoning.
 - If the equation is correct, the player is awarded 1 point for winning the round.
 - If the equation is not correct or the player is not able to explain his/her reasoning, the player loses a point for the round.
5. The winner of the game is the player with the most points after 8 rounds.

digit cards 1-9

1

2

3

4

5

6

7

8

9

wild

1

2

3

4

5

6

7

8

9

wild

digit cards 1-9

1

2

3

4

5

6

7

8

9

wild

1

2

3

4

5

6

7

8

9

wild