## FAMILY MATH FUN Handouts and Directions



## HOW TO PLAY Name That Number

Note to Families: This is one of several number games we play in class. Use this sheet to review the directions with your child. When you play the game together at home, be sure to give your child time to think about using as many numbers as possible (by adding, subtracting, multiplying, and dividing) to reach the target number. Please keep both the game directions and the number cards in a safe place at home for continued use.

Materials: Deck of Cards (Aces $=1$, Jacks $=11$, Queens $=12$, Kings $=13$, and Jokers $=14$ ) Paper and pencil

Players: 2 or 3
Skill: $\quad$ Naming numbers with expressions.
Object: Collect the most cards.

## How to Play

1. Shuffle the deck and deal 5 cards to each player. Place the remaining cards number side down on the table between the players. Turn over the top card and place it beside the deck. This is the target number for the round.
2. Players try to match the target number by adding, subtracting, multiplying, or dividing the numbers on as many of their cards as possible. A card may only be used once.
3. Players write their solutions on a sheet of paper. When players have written their best solutions:

- Each player sets aside the cards they used to match the target number.
- Each player replaces the cards they set aside by drawing new cards from the top of the deck.
- The old target number is placed on the bottom of the deck.
- A new target number is turned over, and another round is played.

4. Play continues until there are not enough cards left to replace all of the player's cards. The player who has set aside the most cards wins the game.

## Example Target number: 14

Player A's cards:
Some possible solutions:

$$
\begin{array}{ll}
5+6+3=14(3 \text { cards used }) & 5 \times 3-1=14(3 \text { cards used }) \\
7+5+3-1=14(4 \text { cards used }) & 6 / 3 \times 7 \times 1=14(4 \text { cards used }) \\
7 \times 3-6-1=14(4 \text { cards used }) &
\end{array}
$$

The player sets aside the cards used to make a solution and draws the same number of cards from the tod of the deck.

