

**POP-IN MATH
NIGHT**



**3RD GRADE
AT-HOME GAMES**



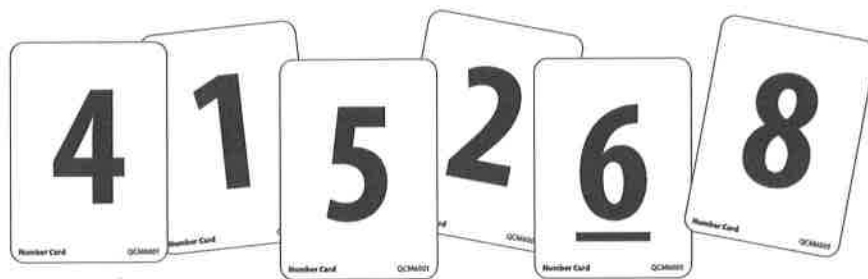


Work Place Instructions 4C Target One Thousand

Each pair of players needs:

- 1 deck of Number Cards with the wild cards removed, shuffled
- 2 Target One Thousand Record Sheets (1 for each player)

- 1 Players take turns drawing 8 Number Cards from the deck.
- 2 Each player chooses 6 cards to make two 3-digit numbers that together have a sum as close to 1,000 as possible.



With these cards, a player could make $156 + 824$ (sum of 980) or $156 + 842$ (sum of 998). Since 998 is closer to 1,000 than 980 is, making 156 and 842 with the cards is a better move.

- 3 Players write an addition equation with their numbers and their sum on the record sheet.
- 4 Players take turns double-checking each other's calculations.
- 5 Each player determined their score for the round by finding the exact difference between their sum and 1,000.
- 6 A sum of 980 has a score of 20. A sum of 1,002 has a score of 2. A sum of 1,000 has a score of 0.
- 7 Players record both their own score and their partner's score for the round.
- 8 Each player puts the 6 cards they used in the discard pile, and then takes turns getting 6 new cards.
- 9 The game continues for two more rounds (three rounds in all).
- 10 After three rounds, players add their scores to determine the winner. The player with the lower score wins the game.

Game Variations

- A Players can review 2-digit addition by playing Target One Hundred (Work Place 1G).
- B Players can challenge themselves by playing Target Ten Thousand and making addends out of all 8 cards.
- C Players can choose to use wild cards. A wild card can be any numeral. When players use a wild card, they put a star above the number made from the wild card in the equation on the record sheet.

NAME _____

DATE _____

**4C Target One Thousand Record Sheet**

For each round of the game, players write an addition equation, their score, and their partner's score.

	First Game	Sum	Score	Partner's Score
1	_____ + _____ = _____			
2	_____ + _____ = _____			
3	_____ + _____ = _____			
My Final Score _____		My Partner's Final Score _____		

	Second Game	Sum	Score	Partner's Score
1	_____ + _____ = _____			
2	_____ + _____ = _____			
3	_____ + _____ = _____			
My Final Score _____		My Partner's Final Score _____		

	Third Game	Sum	Score	Partner's Score
1	_____ + _____ = _____			
2	_____ + _____ = _____			
3	_____ + _____ = _____			
My Final Score _____		My Partner's Final Score _____		

0

Number Card

QCM6001

1

Number Card

QCM6001

2

Number Card

QCM6001

3

Number Card

QCM6001

4

Number Card

QCM6001

5

Number Card

QCM6001

6

Number Card

QCM6001

7

Number Card

QCM6001

8

Number Card

QCM6001

9

Number Card

QCM6001

10

Number Card

QCM6001

WILD
CARD

Number Card

QCM6001

0

Number Card

QCM6001

1

Number Card

QCM6001

2

Number Card

QCM6001

3

Number Card

QCM6001

4

Number Card

QCM6001

5

Number Card

QCM6001

6

Number Card

QCM6001

7

Number Card

QCM6001

8

Number Card

QCM6001

9

Number Card

QCM6001

10

Number Card

QCM6001

WILD
CARD

Number Card

QCM6001

0

Number Card

QCM6001

1

Number Card

QCM6001

2

Number Card

QCM6001

3

Number Card

QCM6001

4

Number Card

QCM6001

5

Number Card

QCM6001

6

Number Card

QCM6001

7

Number Card

QCM6001

8

Number Card

QCM6001

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Number Card

QCM6001

10

Number Card

QCM6001

WILD
CARD

Number Card

QCM6001

0

Number Card

QCM6001

1

Number Card

QCM6001

2

Number Card

QCM6001

3

Number Card

QCM6001

4

Number Card

QCM6001

5

Number Card

QCM6001

6

Number Card

QCM6001

7

Number Card

QCM6001

8

Number Card

QCM6001

9

Number Card

QCM6001

10

Number Card

QCM6001

WILD
CARD

Number Card

QCM6001

Directions for “Trash”

Objective: To be the first player to list all of the multiples of number selected

Materials: 1 set of multiple cards containing 4 copies of each multiple

Directions: A dealer shuffles the cards and distributes 10 cards to the other player and self. The remaining cards go face down in a pile. Players organize their cards into a ten-frame (5 cards on the top/5 cards on the bottom). Player 1 draws a card from the pile, reads the multiple, and places it in the correct spot on the ten-frame replacing it with the card that was face down. Player 1 now reads that card and determines if it can be placed in the correct spot on the ten-frame. Player 1 can continue playing his/her cards until he can no longer play a card and when that happens it goes to the “trash” or discard pile. Player 2 can then draw from the pile or play a trash card from the top of the pile and begin to place the cards in the correct spot. The winner of the game is the first player to have all places on the 10-frame filled. You can choose to add 0 and make that the winning card for the game to be over.

0

4's Number Card • ESNW

4

4's Number Card • ESNW

8

4's Number Card • ESNW

12

4's Number Card • ESNW

16

4's Number Card • ESNW

20

4's Number Card • ESNW

24

28

32

36

4's Number Card • ESNW

40

4's Number Card • ESNW

**WILD
CARD**

4's Number Card • ESNW

0

4's Number Card • ESNW

4

4's Number Card • ESNW

8

4's Number Card • ESNW

12

16

20

24

4's Number Card • ESNW

28

4's Number Card • ESNW

32

4's Number Card • ESNW

36

4's Number Card • ESNW

40

4's Number Card • ESNW

**WILD
CARD**

4's Number Card • ESNW

0

4

8

12

4's Number Card • ESNW

16

4's Number Card • ESNW

20

4's Number Card • ESNW

24

4's Number Card • ESNW

28

4's Number Card • ESNW

32

4's Number Card • ESNW

36

40

**WILD
CARD**

0

4's Number Card • ESNW

4

4's Number Card • ESNW

8

4's Number Card • ESNW

12

4's Number Card • ESNW

16

4's Number Card • ESNW

20

4's Number Card • ESNW

24

28

32

36

40

**WILD
CARD**

4's Number Card • ESNW

4's Number Card • ESNW

4's Number Card • ESNW

0

6's Number Card • ESNW

6

6's Number Card • ESNW

12

6's Number Card • ESNW

18

6's Number Card • ESNW

24

6's Number Card • ESNW

30

6's Number Card • ESNW

36

42

48

54

60

WILD
CARD

6's Number Card • ESNW

6's Number Card • ESNW

6's Number Card • ESNW

0

6

12

6's Number Card • ESNW

6's Number Card • ESNW

6's Number Card • ESNW

18

24

30

36

6's Number Card • ESNW

42

6's Number Card • ESNW

48

6's Number Card • ESNW

54

6's Number Card • ESNW

60

6's Number Card • ESNW

**WILD
CARD**

6's Number Card • ESNW

0

6

12

18

6's Number Card • ESNW

24

6's Number Card • ESNW

30

6's Number Card • ESNW

36

6's Number Card • ESNW

42

6's Number Card • ESNW

48

6's Number Card • ESNW

54

60

**WILD
CARD**

0

6's Number Card • ESNW

6

6's Number Card • ESNW

12

6's Number Card • ESNW

18

6's Number Card • ESNW

24

6's Number Card • ESNW

30

6's Number Card • ESNW

36

42

48

54

60

**WILD
CARD**

6's Number Card • ESNW

6's Number Card • ESNW

6's Number Card • ESNW

0

8's Number Card • ESNW

8

8's Number Card • ESNW

16

8's Number Card • ESNW

24

8's Number Card • ESNW

32

8's Number Card • ESNW

40

8's Number Card • ESNW

48

56

64

72

8's Number Card • ESNW

80

8's Number Card • ESNW

**WILD
CARD**

8's Number Card • ESNW

0

8's Number Card • ESNW

8

8's Number Card • ESNW

16

8's Number Card • ESNW

24

32

40

48

8's Number Card • ESNW

56

8's Number Card • ESNW

64

8's Number Card • ESNW

72

8's Number Card • ESNW

80

8's Number Card • ESNW

**WILD
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8

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8's Number Card • ESNW

64

8's Number Card • ESNW

72

80

**WILD
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0

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80

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8's Number Card • ESNW

8's Number Card • ESNW