

Digit Deal

Description

Digit Deal is a computation and strategy game. Skill in estimating and knowledge of the place value system are needed for success.

Procedure

1. Before the game starts, the caller chooses a target number between 100 and 200 and each player puts it in the blank.
2. The 10 digits are on individual cards.
3. A card is drawn and the player must write the digit in one of the squares and look up. The card is returned to the box and a second card is drawn.
4. There will be 8 drawings in all. The player has two possible discards.
5. The numbers are added and the sum written in the blank under "YOUR SUM."
6. Players try to get a sum that is the closest to the target number.
7. The player finds the difference between the target number and his sum, and writes this in the blank under "SCORE."

Example: Target number - 150 Draws - 8, 2, 3, 4, 7, 3, 2, 0

7	2	+	4	8	+	3	2	=	<u>152</u>
									YOUR SUM

discards	3	0		<u>150</u>		<u>2</u>
			Target Number			Score

8. Three rounds are played for each target number.
9. The scores for each round are added and the player with the lowest total score is the winner.

Digit Deal

Your School _____

Name _____

First

Last

ROUND

YOUR SUM

TARGET #

SCORE

1.

--	--

 +

--	--

 +

--	--

 = _____

Discards

--	--

ROUND

YOUR SUM

TARGET #

SCORE

2.

--	--

 +

--	--

 +

--	--

 = _____

Discards

--	--

ROUND

YOUR SUM

TARGET #

SCORE

3.

--	--

 +

--	--

 +

--	--

 = _____

Discards

--	--

CHECKER _____

ROUND

YOUR SUM

TARGET #

SCORE

4.

--	--

 +

--	--

 +

--	--

 = _____

Discards

--	--

ROUND

YOUR SUM

TARGET #

SCORE

5.

--	--

 +

--	--

 +

--	--

 = _____

Discards

--	--

ROUND

YOUR SUM

TARGET #

SCORE

6.

--	--

 +

--	--

 +

--	--

 = _____

Discards

--	--

CHECKER _____

ROUND

YOUR SUM

TARGET #

SCORE

7.

--	--

 +

--	--

 +

--	--

 = _____

Discards

--	--

ROUND

YOUR SUM

TARGET #

SCORE

8.

--	--

 +

--	--

 +

--	--

 = _____

Discards

--	--

ROUND

YOUR SUM

TARGET #

SCORE

9.

--	--

 +

--	--

 +

--	--

 = _____

Discards

--	--

CHECKER _____