

Math Fact Fluency Practice: HIT THE TARGET

(practice with all operations for grades 4-5)

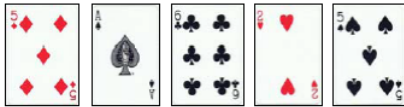
Players: groups of 2-5

Materials: regular deck of cards, no jokers, Ace = 1 or 11, Jack = 11, Queen = 12, King = 13, scratch paper & pencil

How to Play: Shuffle the deck and place the entire deck face down in the middle of the group. The group decides on a 'target number' that each person is trying to make (choose target between 1-30). One person flips over the first five cards and places them face up in a row.

The object of the game is to make a number sentence using all five cards with any operations to reach the target number. The first player to find a winning combination keeps the cards and chooses the next target number.

If no combination is found in about a minute, flip over another card and try to make a combination using six cards.



For example, suppose the target number is 20 and the cards in play are 5, 5, 6, 2, and Ace (worth 1).

$$\begin{array}{|c|} \hline 5 \\ \hline \text{5 of diamonds} \\ \hline \end{array} \times \begin{array}{|c|} \hline 2 \\ \hline \text{2 of hearts} \\ \hline \end{array} + \begin{array}{|c|} \hline 5 \\ \hline \text{5 of spades} \\ \hline \end{array} + \begin{array}{|c|} \hline 6 \\ \hline \text{6 of clubs} \\ \hline \end{array} - \begin{array}{|c|} \hline A \\ \hline \text{Ace of spades} \\ \hline \end{array} = 20$$

One winning combination is: $5 \times 2 + 5 + 6 - 1 = 20$. Another is $(6 \times 5) - (2 \times 5 \times 1)$. Also, $(6 \div 2) \times 5 + (5 \times 1)$ works, as do many more.

Variation to make it easier – require any 4 out of 5 cards to be used to reach target number