Name That Number

Object of the game To collect the most cards.

Materials needed Everything Math Deck* and paper.

Players 2 or 3

Directions
1. One player shuffles the cards and deals 5 cards to each player. The dealer places the remaining cards number-side-down on the playing surface, turns over the top card, and places 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 be used only once.
3. Players write their solutions on a sheet of paper. When players have written their best solutions, they take turns doing the following:
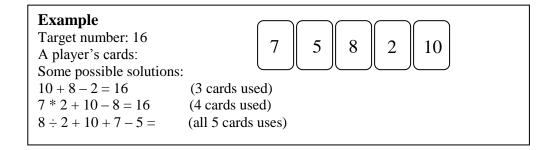   - Set aside the cards they used to name the target number.
   - Replace them by drawing new cards from the top of the deck.
   - Put the old target number on the bottom of the deck.
   - Turn over a new target number, and play another hand.
4. Play continues until there are not enough cards left to replace all of the players' cards. The player who sets aside more cards wins the game.

Example
Target number: 16
A player's cards:
Some possible solutions:

| 7 | 5 | 8 | 2 | 10 |

$10 + 8 – 2 = 16$ (3 cards used)
$7 * 2 + 10 – 8 = 16$ (4 cards used)
$8 \div 2 + 10 + 7 – 5 =$ (all 5 cards uses)

Variation (recommended for Grades 2 and 3)
> Students can limit the cards used to 4 each of the number cards 0-10 and 1 each of cards 11-20. After the deck is shuffled, 5 cards are placed face up on the playing surface. Another card is turned over and becomes the target number. Players take turns by trying to name the target number by adding or subtracting 2 of the 5 cards that are face up. If a player can name the target number, he or she takes the 2 cards used to name it, along with the target-number card. All 3 cards are then replaced by drawing cards from the top of the deck. If a player cannot name the target number, his or her turn is over. The top card on the deck is turned over, and the number on this card becomes the new target number. Play continues until all of the cards in the deck have been turned over.

*To change a regular deck of playing cards to an Everything Math deck which has 4 each of cards 1-10: use Queens as (0); use Aces as (1).