

TARGET

- Material:** A deck of cards per pair (Aces=1, Jacks=11, Queens=12, Kings=13)
- Players:** Group of two or whole class playing in pairs
- Rules:** The deck of cards is shuffled and five cards are dealt to each player who places them face up in a row. The rest of the deck is placed face down at the between the two. The top card is turned over and becomes the target card. The players manipulate the numbers to form an equation that equals the target card. They may use any operation or combination of operations. No card can be used twice.
- When a player comes up with an equation, he slaps the target card and says "Target!" That player then proceeds to explain the equation to his partner. If the equation is correct the player gets to keep the cards. If the equation is wrong then the other player gets the cards. Any cards not used are returned to the bottom of the deck. Another set of cards are dealt out and play continues in the same way until there are not enough cards left to give five cards to each player.
- Players total up the value of their cards at the end of the game.

This game is a modification of a game found at www.richlandone.org/services/titleone/MATH/math_games