Digit Draw

You need:

- * Card deck of 0–9 number cards, containing 2 of each number (for facilitator)
- * 1 Digit Draw recording sheet per player
- * Teams of 2–3 children

Directions

- 1. The teacher acts as facilitator of the game. The children are broken up in teams of two or three children. The children discuss their options when digits are drawn, but should work quietly and efficiently.
- 2. The facilitator asks for a target number between one hundred and two hundred.
- 3. Students post the target number on their record sheets.
- 4. The facilitator shuffles the number cards. The facilitator draws a card and reads it aloud (or places it on the overhead if using an overhead deck).
- 5. The teams discuss how to use the number and where to place it on their record sheets. The children place the digit in one of the squares representing placement in the tens place or ones place. The number may also be placed in a discard square if the children decide not to use it. Digits cannot be moved once placed in a position.
- 6. Play continues until eight digits are drawn and all squares on the record sheets are filled in.
- 7. Players add the resulting three two-digit numbers and record the sum.
- 8. The players then find the difference between their sum and the target number.
- 9. The team with the lowest difference wins the round.

Extension

Several rounds can be played. Once the rounds are completed, teams add the differences. The team with the lowest total wins.

Digit Draw Record Sheet

