

Grade 3



Near a 100

Module 3 – Understanding Numbers and Operations

Your child is learning how to combine 2-digit and 3-digit numbers. Adding two numbers together involves understanding the amounts and quantities in the numbers. This game involves arranging digits to make numbers that have a sum as near as possible to 100. Your child will be focusing on mental addition, subtraction and place value.

Materials:

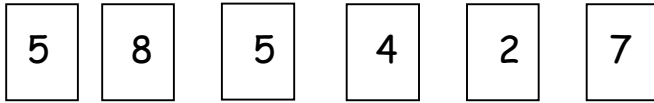
- Number Cards
- Near a 100 Score Sheet for each player

Directions:

1. This game will have five rounds. The object of each round is to find and add two 2-digit numbers that will make a sum as close to 100 as possible.
2. Cut out number cards.
3. For the first round, deal 6 cards to each player.
4. Each player chooses any four of the six cards to make two 2-digit numbers that, when added together, come as close as possible to 100. Wild cards ("You Choose" cards) can be used for any number.
5. The player records the addition equation on the "Near a 100" Score Sheet. See the sample below.
6. The player's score for each round is the difference between the sum of the two numbers and 100. For example, for Round 1 below, $45 + 57 = 102$. $102 - 100 = 2$. The score would be 2.
7. The player keeps the two unused cards and discards the four cards that were used.

8. For each round, four new cards are dealt to each player, so that all players again have six cards.

Round 1: (six cards drawn)



Name: Sam

At the end of five rounds each player adds to find his or her Total Score.

The player with the smallest number wins.

| GAME 1 | Score |
|--------------------------------------------------------------|-----------|
| Round 1: $\underline{45} + \underline{57} = \underline{102}$ | <u>2</u> |
| Round 2: $\underline{81} + \underline{22} = \underline{103}$ | <u>3</u> |
| Round 3: $\underline{69} + \underline{26} = \underline{95}$ | <u>5</u> |
| Round 4: $\underline{96} + \underline{05} = \underline{101}$ | <u>1</u> |
| Round 5: $\underline{24} + \underline{78} = \underline{102}$ | <u>2</u> |
| TOTAL SCORE | <u>13</u> |

The game ends after five rounds. If the deck of Number Cards runs out before the game is over, shuffle the discard pile and continue to deal.

Note: Though a score sheet is enclosed with this game, it is not necessary. Creating a score sheet with notebook paper will work just as well.

Questions to ask your child while playing:

- Have your child estimate the total of two 2-digit numbers- "About how much will that be?"
- What strategies did you use to get close to 100?

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Module 3 –Understanding Numbers and Operations



Name _____

Distance from 100

First Draw ___ ___ + ___ ___ = _____

Second Draw ___ ___ + ___ ___ = _____

Third Draw ___ ___ + ___ ___ = _____

Fourth Draw ___ ___ + ___ ___ = _____

Fifth Draw ___ ___ + ___ ___ = _____

GAME SCORE _____

cut here

Near a 100

Name _____

Distance from 100

First Draw ___ ___ + ___ ___ = _____

Second Draw ___ ___ + ___ ___ = _____

Third Draw ___ ___ + ___ ___ = _____

Fourth Draw ___ ___ + ___ ___ = _____

Fifth Draw ___ ___ + ___ ___ = _____

GAME SCORE _____

3rd Grade

Near a 100



Module 3 – Understanding Numbers and Operation

Cut out Number Cards

| | | | |
|---|---|---|---|
| 1 | 1 | 1 | 1 |
| 2 | 2 | 2 | 2 |
| 3 | 3 | 3 | 3 |
| 0 | 0 | 0 | 0 |

3rd Grade

Near a 100



Module 3 – Understanding Numbers and Operations

Cut out Number Cards

4

4

4

4

5

5

5

5

6

6

6

6

7

7

7

7

Grade 3

Near a 100



Module 3 – Understanding Numbers and Operations

Cut out Number Cards

| | | | |
|---------------|---------------|---------------|---------------|
| 8 | 8 | 8 | 8 |
| 9 | 9 | 9 | 9 |
| You Choose | You Choose | You Choose | You Choose |