Hit the Target

GAME

You need: a set of playing cards, a timer or stopwatch, 1–3 classmates

In this game, each player is dealt four cards. The picture cards are worth 10 points each, and aces are worth 1 point each. All other cards are worth the values that are on them. The aim of the game is to get as close to the target number as you can by using $+$, $-$, $\times$, or $\div$ and the values of all four cards.

Target: 10

Philip was dealt a 2, a 3, a king, and a 6.

He did this: $10 + (2 \times 3) - 6 = 10$.

If the target had been 50, Philip could have done this: $(6 - 3 + 2) \times 10 = 50$.
(You always do the operations in the brackets first.)

Scoring rules:

- The target for the first round is 10. The targets for the following rounds are 20, 30, 40, and so on up to 100.

- The closest player to the target scores 20, and the second closest player scores 10. If two players are closest or second closest (for example, one could be 5 above and the other 5 below the target), they both get the full 20 or 10 points.

- Anyone who hits the target scores a bonus 20.

- In each round, each player gets a chance to pick up off the pile and discard a card.

- In each round, as soon as the last player has their final four cards for the round, a 3 minute time starts. When that is finished, each player has to give their equation.

One of the players needs to keep a running total of points. For example:

Target		Lana	Rachel	Jack	Philip
10	Lana closest, Rachel 2nd	20	10	0	0
20	Jack closest, Lana 2nd	30	10	20	0
30	Philip and Rachel hit the target, Lana 2nd	40	50	20	40
40					