TARGET ESTIMATE

Objective: To estimate and round off quotients [4.NBT.A.3].

Materials: Standard deck of cards, six-sided die, Target Estimate game board, calculator, piece of paper

Players: Minimum of 2 players

Rules:

- 1. The objective of the game is to estimate and round off quotients. Two players or more can play the game.
- 2. The ace cards stand for 1. The 10 cards together with face cards (Jack, Queen, and King) are removed.
- 3. Players must have their own game board.
- 4. Players can use the calculator after the end of each round to check their answers.

Game Play:

- The players roll a die to determine who takes the first turn. The player with the highest roll makes the first turn, followed by the player with the next highest roll, and so on.
- 2. Before the game starts, each player **chooses any 2-digit number** for the **target quotient** and then writes it on the game board.
- 3. On a turn, the player draws 2 cards and rolls a die. A 2-digit number is formed from the two cards and will serve as the dividend. The die roll is the divisor. Then the player estimates their quotient must be a whole number. The estimate is written on the game board.

TARGET ESTIMATE

Example:



- 4. The next players must do the same process.
- 5. After the last player's turn, the players must confirm their answers using a calculator.
- 6. All player who made a correct quotient estimate will see how close they are to their chosen target number. Players must get the difference between their quotient estimate and target quotient.
- 7. The player who answered closest to the target number wins the round and gets a point.
- 8. The player with the most number of points after 5 rounds wins the game.











