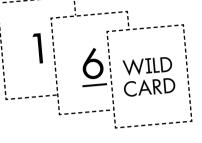
Landmarks and Large Numbers

# Close to 1,000

## You need

- **Digit Cards** (1 deck per pair)
- Close to 1,000 **Recording Sheet**



#### Play with a partner.



- Deal out eight Digit Cards to each player.
- Use any six cards to make two numbers. For example, a 6, a 5, and a 2 could make 652, 625, 526, 562, 256, or 265. Wild cards can be used as any digit. Try to make two numbers that, when added together, give you a total that is close to 1,000.

Landmarks and Large Numbers	Date Date	
Close to 1,000	Recording Should	2
Game 1	sheer	
Round 1:	Score =	7
Round 2:	==	
Round 3: +		
Round 4: +	=	
Round 5: +		
	1	
Game 2	Final Score	
Round 1: +	Score	
Round 2:+	==	
Round 3:+	==	
Round 4: +	=	1
Round 5: +	·	- 1
T		- 1
	Final Score	1
22 Unit S	Sessions 25, 26 3 4 2 5 4 9	
Unit S	Sessions 2.5, 2.6, 3.4, 3.5, 4.2, 4.3, 4.5, 4.6	1



Write these numbers and their total on the *Close to 1,000* Recording Sheet. For example, 652 + 347 = 999.



5

Find your score. Your score is the difference between your total and 1,000.

Put the cards you used in a discard pile. Keep the two cards you did not use for the next round.



6 For the next round, deal six cards to each player. Make more numbers that have a sum close to 1,000.



When you run out of cards, mix up the discard pile and use them again.

After five rounds, add your scores to find your final score. The player with the lower final score wins.

### Variation

Write the score with plus and minus signs to show whether your total is less than or greater than 1,000. For example, if your total is 999, your score is -1. If your total is 1,005, your score is +5. The total of these two scores is +4. Your goal is to get a final score for five rounds that is as close to 0 as possible.



Date

Name	Date	
Landmarks and Large Numbers		

# Close to 1,000 Recording Sheet

