



# As Close as Possible

Players: 2

use subtraction  
and problem solving as they decide  
where to place their cards.

## Materials

one shuffled deck of cards (including jokers for 0)  
with tens and face cards removed  
As Close as Possible Game Sheet, one per player  
pencils and erasers

## The Way to Play

- 1 One player deals eight cards to each player and stacks the remaining cards facedown in a pile. Players look at their cards. The object is to create numbers that are as close as possible to the target numbers on the game sheet (5, 25, 50, and 100).
- 2 Player 1 chooses one of the eight cards and writes the value of the card in a box on the game sheet. The player places this card in a discard pile, draws a new card from the top of the pile, and the turn ends. Players must use one card on each turn. Players may not move the numbers written on the game sheet.
- 3 Player 2 takes a turn in the same way.
- 4 Players continue to take turns until they both have finished creating numbers. Players may choose not to fill in the hundreds place in the last line.
- 5 Players find the difference between the numbers they have written and the target numbers. Players record the differences and add them to find the total difference.
- 6 The player with the lower total wins.
- 7 Players may erase their answers and use the sheet again to play another round.

### Example:

Name \_\_\_\_\_ Date \_\_\_\_\_

**As Close as Possible Game Sheet**

Your Card Value	Difference	Target Number
5	0	5
2 3	2	25
4 9	1	50
1 0 1	1	100
Total Difference		4

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Name \_\_\_\_\_ Date \_\_\_\_\_



# As Close as Possible Game Sheet

Your Card Value			Difference	Target Number		
						5
				2		5
				5		0
				1	0	0

Total Difference \_\_\_\_\_