

## Hit the Target - Michael Ymer Warm-up Game

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### Mathematical Focus

- Addition & Subtraction
- Place Value

### Age Range

- F-6

### Introduction

Hit the target is a fun and competitive calculator game where students develop fluency, number sense and place value understanding.

### Materials

- 1 Calculator per pair

### Organisation

- Organise students into like-ability pairs
- List a target number on the board e.g. 50.

### Objective: Hit the target number before your partner does

### Instructions

- 1.
2. Player A enters a number in the calculator that is smaller than the target number.
3. Player B is challenged to add to that number to hit the target. For example if the target is 50 and Player A enters 32, if player B adds 18 they win the first round.
4. If Player B misses the target, the game continues with players adding and subtracting numbers until the target is hit and the round is won.
5. Player B can go first in the next round. The first to win three rounds wins the match.

### Variations

- Play the game in teams rather than pairs

- Use different target numbers - 100, 75, 2.75, 0.007, negative numbers
- Use subtraction to work down to a target
- Use multiplication and division