

Bang On Target v2

Bang On Target is a number target game designed to get children using their place value and fact knowledge to get as close as possible to a given total. It is a fun game which can be played with as many children as you like.

Level of difficulty: 2

Number of players: 2 +

Learning: Add, subtract, multiply and divide to reach a 3 digit target number

You will need

- Each player will need a piece of paper and a pencil.
- 6 counters
- One set of digit cards (or a ten sided dice) will be needed to generate a random 3 digit number.

Instructions

- Each player takes turns to choose 6 numbers from the Set Numbers grid.
- Counters are placed below the chosen numbers on the Set Number grid so that all players can see them.
- Three digit cards are drawn randomly to generate a 3 digit number (alternatively a ten-sided dice can be used).
- The three digit number is displayed on the game board for all players to see.
- All players have 1 minute to try to get as close as possible to the target using the set numbers on the board. Each set number can only be used once, and is only used if needed. You do not have to use all the set numbers to reach the target.
- Once the minute is up, players share the total they managed to achieve. The players also have to share how they worked out their totals.
- Scoring works as follows:
 - 10 points if any player manages to reach the target number exactly.
 - 9 points if the player is one away from the target.
 - 8 points if the player is two away, etc.
 - 1 point if the player is 9 away.
 - 0 points if the player is 10 or more away, or if their working out was incorrect.
- The first player to reach a total of 50 points is the winner.

Variations

- Change the amount of time players have to make this game easier or harder.
- To make the Set Numbers more random, do not allow players to choose their own numbers from the Set Number grid. Instead, each player chooses how many numbers from the top row they want, and how many from the bottom row. A dice is rolled to choose which numbers from the top row are chosen and which from the bottom row.
- Allow more or fewer Set Numbers to be chosen makes the game easier or harder.
- Change the scoring system.

Example of play

- Set numbers chosen are 25, 50, 10, 9, 6 and 2.
- The random number chosen is 487.
- Player 1 makes 490 using $(6 + 2) \times 50 + (10 \times 9)$. This scores 8 points.
- Player 2 makes 487 using $(50 \times 10) - 9 - 6 + 2$. This scores 10 points.



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- Use the set numbers chosen to make the 3 digit total above.
- You can only use each number once!

SET NUMBERS – *choose any 6*

100	75	50	40	25	10
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
9	8	6	4	3	2
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

