

## HTO

**Ages:** 4-8

**Building Skills In:** comparing numbers, understanding place value

**Number of Players:** 2+

**Materials:** deck of cards (face cards and ten removed)

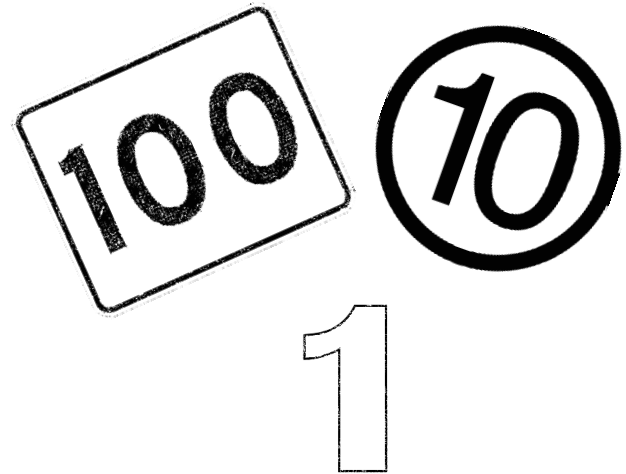
**Brief Description:** Players decide on a target. The person who is closest to the target wins that round.

### Directions:

1. Deal 15 cards to each player face down. Don't look at the cards.
2. Print out Place Value Mats for each player (included) or create one on a separate piece of paper. Each player needs their own.
3. Pick a target. It could be a specific number (eg. Whoever gets the closest to 736 wins this round.) or a general characteristic (whoever creates the largest number wins this round).
4. Each player simultaneously draws their first card and places it under the Hundreds, Tens or Ones column. Once a card is placed, it cannot be moved.
5. Draw the second and third cards in the same way.
6. Each player reads their number. Whoever gets closest to the target wins!

### Variations:

- Add more digits (thousands, ten thousands, etc.)
- Add a decimal place
- Use only decimal numbers (0.\_\_\_\_\_) and try and create the greatest or smallest numbers. There is a blank Place Value Mat included for this.



# Place Value Mat

**Ones**

**Tens**

**Hundreds**

# Place Value Mat
