

## Target Practice (Class Game)

**OBJECTIVES:** To guess a secret two-digit number.

**MATERIALS:**

- Laminate a LARGE copy or draw a LARGE copy on a white board of the target design and labels so the class is able to see the details
- Dry erase marker and eraser

**RULES:**

1. ROUND ONE: Select a two-digit number with two different integers like 36, 98, etc.

**Do not tell the group the secret number.**

2. Ask the group to use their best strategy to guess the number. The person who correctly uncovers the selected number will provide the next secret number.

3. Call on individuals and provide clues. EXAMPLE -If the secret number is **38**...

Student guess one: **12**

Leader Reply: "2 misses"

(BOTH integers are written outside the target zone in the MISS zone in the order they are guessed.)

Student guess two: **84**

Leader Reply: "1 hit, 1 miss"

(Write BOTH integers are written in the order they are guessed in the MISS zone **and** also in the HIT zone.)

This should clue the students into knowing either an "8" or a "4" is in the secret number.

HOWEVER, if this is a new game for them, this realization may not be in place yet.

Student guess three: **40**

Leader Reply: "Two misses."

(Write BOTH integers in the order they are guessed in the MISS zone.)

This *should* clue students into the fact that both "4" and "0" are **not** in the secret number and if they are paying close attention, they will know that "8" **IS** part of the secret number.

**At this point, the guessing should become focused, with heightened energy filling the classroom. This is not a quiet game after this point.**

4. Once the two digits are known:

(A) If a student says, **83**, the reply will be 2 hits, but it will not be a bullseye. Place the two numbers in the order they are guessed in the HITS zone. (The integers **must be in the correct order** to be a Bullseye.)

(B) When a student guesses the secret number, place those integers **IN ORDER** in the Bullseye zone. The student with the correct answer selects the next secret word after the currently used numbers are cleared away. Now the student leader calls on students to guess their two digits numbers and the game begins again.

5. The following rounds may be led by the students with the teacher acting as an advisor to assist students in following the game rules.

6. This is a great filler activity. Also, a list of who's selecting the next target number can be saved. Most love to be the leader and want their chance to lead when they've guess the target number correctly.

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