## Close to 1 Directions

## You need

- Decimal Cards, Sets A and B
- Close to 1 Recording Sheet (G20, 1 per player)


## Play with 1 or 2 other players.

The object of the game is to choose cards whose sum is as close to 1 as possible.

1 Deal five cards in the middle. Each player uses any or all of these cards to make a total that is as close to 1 as possible. (Everyone uses the same five cards.)

RESOURCE MASTERS, G20


2 Write the numbers and the sum on the Close to 1 Recording Sheet.

3 Find your score. The score for the round is the difference between your sum and 1. (Your sum can be under or over 1.)

4 When all players have come up with a sum and a score, compare your results with each other. Put all five cards in the discard pile.

5 Deal five new cards.
6 After five rounds, total your scores. The player with the lowest score wins.

## Variations:

Follow the rules above, making one or both of these adjustments:

- Make four wild cards to use for play.
- Each player gets his or her own five cards.


## Close to 1 Recording Sheet

(Use only the number of blanks you need.)


Round 1: $\qquad$ $+$ $\qquad$ $+$ $\qquad$ $+$ $\qquad$ $+$ $\qquad$ $=$ $\qquad$

Round 2: $\qquad$ $+$ $\qquad$ $+$ $\qquad$ $+$ $\qquad$ $+$ $\qquad$
$\qquad$
$\qquad$

Round 3: $\qquad$ $+$ $\qquad$ $+$ $\qquad$ $+$ $\qquad$ $+$ $\qquad$ $=$ $\qquad$

Round 4: $\qquad$ $+$ $\qquad$ $+$ $\qquad$ $+$ $\qquad$ $+$ $\qquad$ $=$ $\qquad$

Round 5: $\qquad$ $+$ $\qquad$ $+$ $\qquad$ $+$ $\qquad$ $+$ $\qquad$ $=$ $\qquad$
$\qquad$
Final Score: $\qquad$

