

# Get to the Target



Name: \_\_\_\_\_

Use what you know about place value to reach the targets.

## EXPLORE

Open **Place Value Counter Target.gsp**. Go to page "Counter."

Get to each target in the fewest number of presses possible.

Record the number that each press takes you to and the number of presses used.

Always press *Reset to 0* to start, so you begin at 0.

1. The target is 42.

---

---

2. The target is 48.

---

---

3. The target is 61.

---

---

4. The target is 87.

---

---

5. The target is 15.

---

---

# Get to the Target

*continued*



.....

6. The target is 85.

---

---

7. The target is 134.

---

---

8. The target is 172.

---

---

9. The target is 836.

---

---

---

10. The target is 782.

---

---

---

11. The target is 3,619.

---

---

---

---

# Get to the Target

*continued*



12. The target is 7,968.

---

---

---

---

## EXPLORE MORE

13. Make up some targets. Reach them in the least number of presses possible. Then challenge a partner to reach them.

---

---

---

---

---