



TI-73 EXPLORER™ 7TH GRADE ACTIVITY 9: THE TARGET IS 10!

ACTIVITY OVERVIEW:

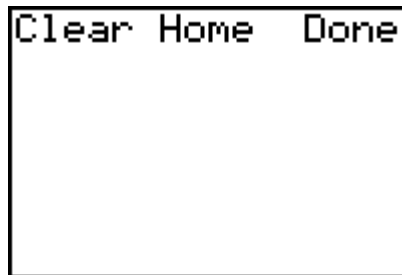
In this activity we will

- Develop mental calculation of decimal addition to reach 10.

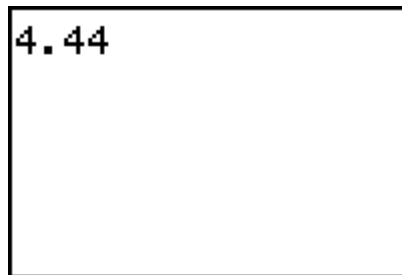
Your friend offers you a challenge. “I’m going to type number into the calculator between 0 and 10. You have to mentally find the other addend that would make the answer 10. Then you will add it to my number to see if you get 10. The first person to get 10 answers right is the winner.”

First, agree on how many decimal places can be in the answer. The minimum is two and the maximum is four.

Clear the calculator screen by pressing \square 5 β . Then press \cdot .



If it is agreed two decimal places are used, someone could enter 4.44



The other player then adds the number they have mentally calculated to reach 10. If they guessed 5.66, the result would look like this.

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4.44+5.66  10.1
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Now, the original player can enter a new guess for the number they have entered. If this is correct, then they receive the point. If the second person misses the 10, then the players switch and the second person makes up the problem.

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4.44+5.66  10.1
4.44+5.56  10
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Press : so that you can start a new problem.

If you and your partner have success and want a new challenge, you can then change the target to 20, 40 or 50.