

The Broken Calculator Game

Materials:

1 calculator, a deck of game cards, a recording sheet (paper)

Number of Players:

2-4

Aim:

The goal of the game is to get the target number on the calculator display without using the “broken” keys and by touching as few buttons as possible. The winner is the player with the lowest total point value after five rounds.

Basic Game Directions:

One player shuffles all of the game cards and places them in a pile facing downwards.

The player with the smallest number of letters in his/her first name goes first.

Player 2 turns over the top card and reads it aloud to player 1. Player 1 needs to make the target number on the calculator. However, the player may not use any of the keys listed as broken on the card. Both players keep count of how many keys are touched in order to make the target number. The number of keys touched is that player’s score for the round. The player records his/her score on the recording sheet.

Play continues for player 2. Player 1 reads the next card in the deck to player 2, and player 2 needs to make the target number without touching any of the broken keys. Player 2 records his/her score based on the number of keys he/she touched.

Play alternates between the players until five rounds are played. After five rounds, both players total their scores. The player with the lowest total score wins.



Example:

Target: 18
Broken: 8, -, 3

If the 8, [-], and 3 keys are “broken,” a player could display the number 18 by pressing:

9 [+] 7 [+] 2 = (score 6 points)

9 [x] 2 = (score 4 points)

9 [+] 9 = (score 4 points)

17 [+] 1 = (score 5 points)

or 72 [÷] 4 = (score 5 points)

The player will record the number of points depending on how many keys he/she touches. Remember, your goal is to get the lowest number of points possible!