

Target Number: **15**

Broken Keys: **0, 1, +**

Target Number: **22**

Broken Keys: **2, 9, -**

Target Number: **9**

Broken Keys: **8, 9, +**

Target Number: **11**

Broken Keys: **0, 1, -**

Target Number: **16**

Broken Keys: **1, 7, -**

Target Number: **3**

Broken Keys: **2, 3, +**

Target Number: **10**

Broken Keys: **1, 7, -**

Target Number: **1**

Broken Keys: **1, 3, +**

Target Number: **19**

Broken Keys: **1, 5, -**

Target Number: **14**

Broken Keys: **1, 4, +**

Target Number: **22**

Broken Keys: **2, 3, -**

Target Number: **25**

Broken Keys: **2, 5, +**

Target Number: **26**

Broken Keys: **2, 0, -**

Target Number: **21**

Broken Keys: **0, 1, -**

Target Number: **24**

Broken Keys: **0, 4, - , X**

Target Number: **28**

Broken Keys: **2, 3, + , X**

Target Number: **29**

Broken Keys: **2, 3, -**

Target Number: **30**

Broken Keys: **2, 3, -**

Target Number: **32**

Broken Keys: **0, 3, +**

Target Number: **33**

Broken Keys: **1, 3, ÷**

Target Number: **35**

Broken Keys: **1, 3, 7**

Target Number: **36**

Broken Keys: **4, 6, 7**

Target Number: **40**

Broken Keys: **2, 3, 4**

Target Number: **44**

Broken Keys: **4, 5, +**

Target Number: **48**

Broken Keys: **2, 4, 5**

Target Number: **50**

Broken Keys: **5, 6, ÷**

Target Number: **55**

Broken Keys: **4, 5, -**



## **The Broken Calculator Game**

**\*\*\* Print these cards onto cardstock and laminate the cards to make a sturdy deck.**

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.

For the first round, 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.