

Four-digit Targets

Age 7 to 11 ★

You have two sets of the digits from 0 to 9.

0	1	2	3	4	5	6	7	8	9
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The idea is to arrange these digits in the five boxes to make four-digit numbers as close to the target number as possible.

You may use each digit once only.

<input type="text"/>	largest odd number
<input type="text"/>	largest even number
<input type="text"/>	largest multiple of 3
<input type="text"/>	smallest multiple of 5
<input type="text"/>	number closest to 5000

Smallest odd number:

Smallest even number:

Use this spinner: https://www.classtools.net/random-name-picker/48_ZBMYYm

Generate six numbers.

Arrange them into the smallest and largest number possible.

How about if you only use four of the digits? Two?

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WALT use given digits to solve problems.