

# Number Mastermind

## Rules

Player one composes a secret 3-digit number which his/her opponent must figure out within ten tries. Player one guesses the digits and player two responds with hints using dots and x's to let player one know how accurate the guess was. A dot indicates that one digit is correct. An x indicates that one digit is correct, but placed in the wrong spot. Player two gives player one these hints after each guess. If player one can crack the code within ten tries, he/she wins. If not, player two wins!

**Object:** To crack the code within 10 tries

**NCTM Standard:** Problem Solving

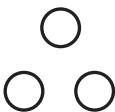
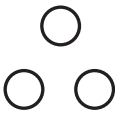
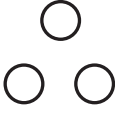
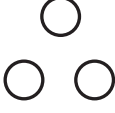
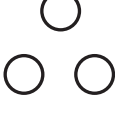
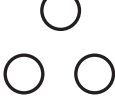
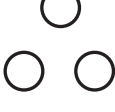
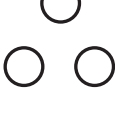
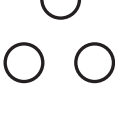

Grade Level: Grades 3-5

Number of Players: 2 players

Materials: Game template and a pencil

This activity was adapted from Mastermind found at <http://nlvm.usu.edu/>.

Number Mastermind  
Gameboard

1		_____	_____	_____
2		_____	_____	_____
3		_____	_____	_____
4		_____	_____	_____
5		_____	_____	_____
6		_____	_____	_____
7		_____	_____	_____
8		_____	_____	_____
9		_____	_____	_____
10		_____	_____	_____