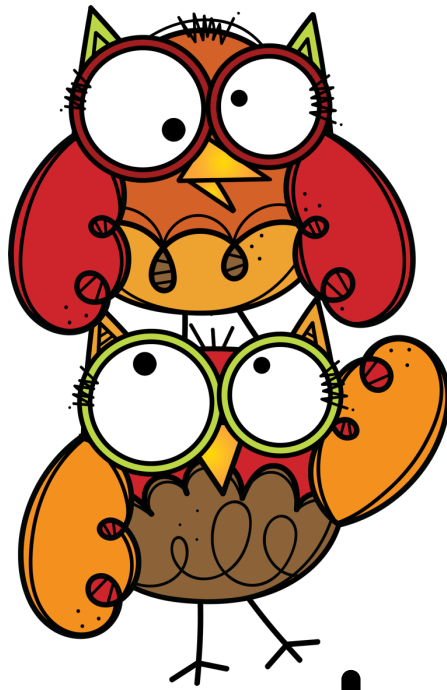


**GAMES** 4 learning  
**CLUB**

**Freebie**



**Rounding  
NUMBERS**

**2 Games**

Hi There,

In this set we have 2 games for rounding numbers. These give you a fun way for students to practice this tricky skill.

The first game, Fruity Rounding Bump, is for rounding 3 digit numbers to the nearest 10.

The second game, Five in a Line, is for rounding 3 digit numbers to the nearest 100. Hope you and the kiddos have fun with these!

Thanks for being a part of our Games 4 Learning Club!

Teresa



**Please feel free to invite others to join our club.**

If you have colleagues or friends who might like these activities, please direct them to [www.games4learning.com](http://www.games4learning.com) to join our club and receive 50 Free Math Games and regular freebies!

**For more fun games and activities please visit-**

[www.teacherspayteachers.com/Store/Games-4-Learning](http://www.teacherspayteachers.com/Store/Games-4-Learning)

[www.games4learning.com](http://www.games4learning.com)

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Games 4 Learning

[www.teacherspayteachers.com/Store/Games-4-Learning](http://www.teacherspayteachers.com/Store/Games-4-Learning)

We love sharing our games and activities with you, but please remember -

All rights reserved by author.

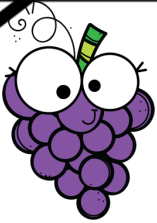
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**Graphics and Fonts by:**





# FRUITY ROUNDING BUMP

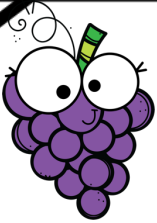

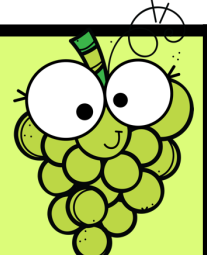
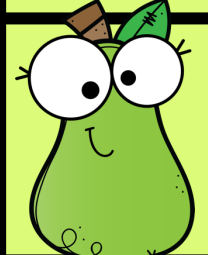
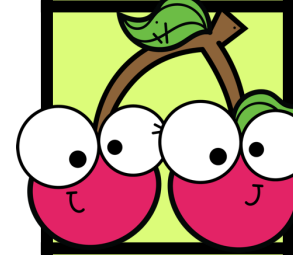

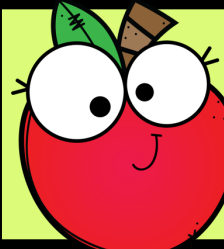
## ROUNDING TO THE NEAREST 10

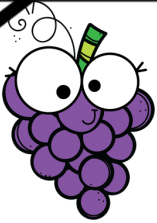


a game for 2 players

**Need:** 2 dice and 8 counters per player – each player uses a different color

**To Play:** Players take turns to roll the two dice, add the numbers together and then check the key. The number they have rolled will tell them the number to round to the nearest 10. They then find that number on the board and cover it with a counter. If the other player has covered that number, they can 'bump' that counter off and put one of their own counters on it. If that number is covered by one of the player's own counters, they can add another counter on top and then they have won that space. You can only 'bump' when there is only one counter on the number. The winner of the game is the first player to use all 8 of their counters.

 <b>320</b> 320	 <b>230</b> 230	<b>280</b> 280	 <b>330</b> 330																							
 <b>430</b> 430	<table border="1"> <thead> <tr> <th>Roll this-</th> <th>Round this to the nearest 10-</th> </tr> </thead> <tbody> <tr><td>2</td><td>326</td></tr> <tr><td>3</td><td>431</td></tr> <tr><td>4</td><td>227</td></tr> <tr><td>5</td><td>272</td></tr> <tr><td>6</td><td>436</td></tr> <tr><td>7</td><td>323</td></tr> <tr><td>8</td><td>334</td></tr> <tr><td>9</td><td>568</td></tr> <tr><td>10</td><td>275</td></tr> <tr><td>11</td><td>548</td></tr> <tr><td>12</td><td>555</td></tr> </tbody> </table>	Roll this-	Round this to the nearest 10-	2	326	3	431	4	227	5	272	6	436	7	323	8	334	9	568	10	275	11	548	12	555	 <b>550</b> 550
Roll this-	Round this to the nearest 10-																									
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12	555																									
 <b>560</b> 560	<b>270</b> 270	<b>440</b> 440	 <b>570</b> 570																							



# FRUITY ROUNDING BUMP

## ROUNDING TO THE NEAREST 10



a game for 2 players

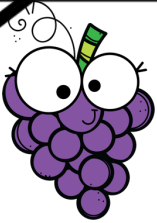
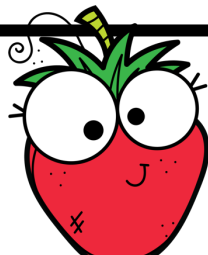
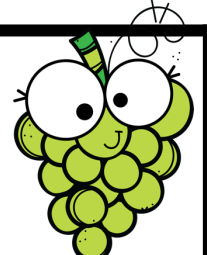
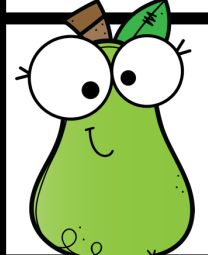
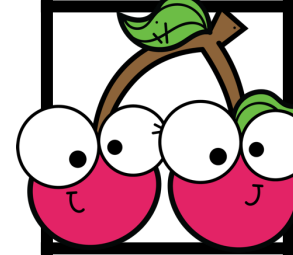

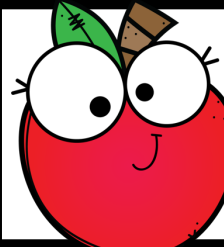
Need: 2 dice and 8 counters per player – each player uses a different color

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# Answer Key

the  
of

You can only 'bump' when there is only one counter on the number. The winner of the game is the first player to use all 8 of their counters.

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 <b>560</b> 560	<b>270</b> 270	<b>440</b> 440	 <b>570</b> 570																							

100

400

600

800

500

600

300

# FIVE IN A LINE

## ROUNDING TO THE NEAREST 100

700

a game for 2 players

Need: 2 dice, counters in 2 different colors

800

Each player uses a different color of counters. Take turns to roll the 2 dice, add the numbers together and check the total against the key. Round the number on the key to the nearest 100 and cover this number on a circle. If this number isn't available, the player doesn't cover any number on this turn. The first player to cover 5 adjoining circles in a line is the winner.

900

900

100

1,000

400

300

200

200

300

500

1,000

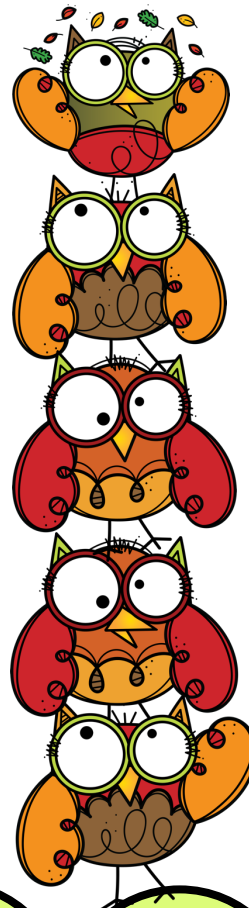
200

500

700

700

Roll this-	Round this to the nearest 100-
2	555
3	334
4	987
5	185
6	757
7	491
8	912
9	127
10	713
11	375
12	632



START  
100  
→

400

600

800

500

600

300

# FIVE IN A LINE

## ROUNDING TO THE NEAREST 100

700

a game for 2 players  
Need: 2 dice, counters in 2 different colors

800

# Answer key

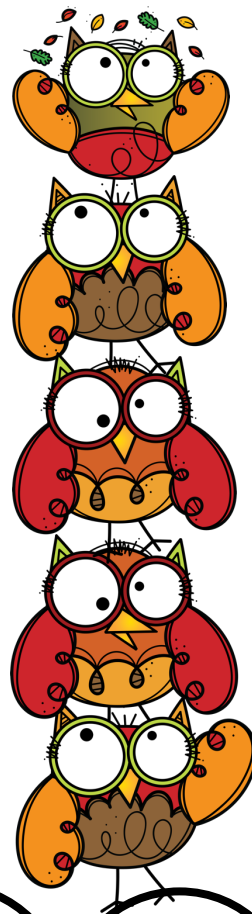
00

cover 5 adjoining circles in a line is the winner.

900

100

Roll this-	Round this to the nearest 100-
2	555 <b>600</b>
3	334 <b>300</b>
4	987 <b>1,000</b>
5	185 <b>200</b>
6	757 <b>800</b>
7	491 <b>500</b>
8	912 <b>900</b>
9	127 <b>100</b>
10	713 <b>700</b>
11	375 <b>400</b>
12	632 <b>600</b>



1,000

400

300

200

200

300

500

1,000

200

500

700

START  
700


More Place Value Activities available at -

[www.teacherspayteachers.com/Store/Games-4-Learning/Category/Rounding-238530](http://www.teacherspayteachers.com/Store/Games-4-Learning/Category/Rounding-238530)

# Board Games, Task Cards, Clip Cards

## Rounding to the Nearest 10


1 Print and Go Game Boards  
With Answer Keys



Games 4 Learning

## Rounding to the Nearest 100


1 Print and Go Game Boards  
With Answer Keys



Games 4 Learning

## Rounding to the Nearest 1000

5 Print and Go Game Boards  
With Answer Keys

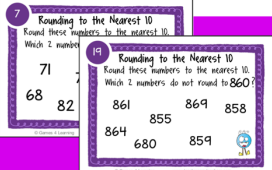


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## TASK CARDS Rounding to the Nearest 10

with 2, 3 & 4 Digit Numbers

30 Task Cards

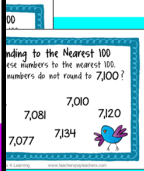


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## TASK CARDS Rounding to the Nearest 100

with 3, 4 & 5 Digit Numbers

30 Task Cards

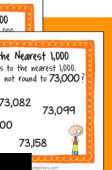


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## TASK CARDS Rounding to the Nearest 1,000

with 4, 5 & 6 Digit Numbers

30 Task Cards



Games 4 Learning

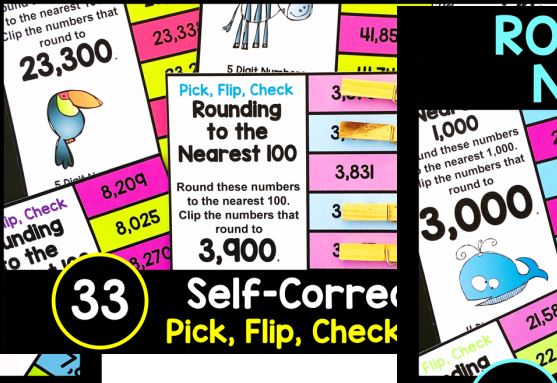
## ROUNDING TO THE NEAREST 10

34 Self-Correcting Pick, Flip, Check Cards



## ROUNDING TO THE NEAREST 100

33 Self-Correcting Pick, Flip, Check Cards



## ROUNDING TO THE NEAREST 1,000

28 Self-Correcting Pick, Flip, Check Cards

