

| Round to the |
|--------------|--------------|--------------|--------------|--------------|
| nearest      | nearest      | nearest      | nearest      | nearest      |
| TEN          | TEN          | TEN          | TEN          | TEN          |
| Round to the |
| nearest      | nearest      | nearest      | nearest      | nearest      |
| HUNDRED      | HUNDRED      | HUNDRED      | HUNDRED      | HUNDRED      |
| Round to the |
| nearest      | nearest      | nearest      | nearest      | nearest      |
| THOUSAND     | THOUSAND     | THOUSAND     | THOUSAND     | THOUSAND     |
| Round to the |
nearest	nearest	nearest	nearest	nearest
TEN-	TEN-	TEN-	TEN-	TEN-
THOUSAND	THOUSAND	THOUSAND	THOUSAND	THOUSAND

| Round to the                         |
|--------------------------------------|--------------------------------------|--------------------------------------|--------------------------------------|--------------------------------------|
| nearest                              | nearest                              | nearest                              | nearest                              | nearest                              |
| HUNDRED-                             | HUNDRED-                             | HUNDRED-                             | HUNDRED-                             | HUNDRED-                             |
| THOUSAND                             | THOUSAND                             | THOUSAND                             | THOUSAND                             | THOUSAND                             |
| Round to the<br>nearest<br>TENTH     |
| Round to the<br>nearest<br>HUNDREDTH |

## folling we go!

## Materials:

\*game markers (coins work great!) \*'Round We Go! game board \*game cards \*1 number cube (die) \*score cards & pencils

## Directions:

- 1. Place game cards face down on the "Draw" pile.
- 2. Place game markers on the start box.
- 3. Determine who will begin.
- 4. Player 1 rolls the number cube (die), moves the number of spaces indicated on the cube, and draws a game card.
- 5. The player must round the number according to the card they drew and write the number down on their score card.
- 6. Players take turns in this way until one player fills up all the spaces on the score board.
- 7. If a player is unable to round a number correctly, their opponent may "steal" the number, round it correctly, and still keep their own turn.

score card				
Original Number	Round to the Nearest	Rounded Number		
	Ten			
	Hundred			
	Thousand			
	Ten-Thousand Hundred-Thousand			
	Tenth			
	Hundredth			
	Ten			
	Hundred			
	Thousand			
	Ten-Thousand			
	Hundred-Thousand			
	Tenth			
	Hundredth			
	Ten Hundred			
	Thousand			
	Ten-Thousand			
	Hundred-Thousand			
	Tenth			
	Hundredth			
	Ten			
	Hundred			
	Thousand			
	Ten-Thousand			
	Hundred-Thousand			
	Tenth Hundredth			
	Ten			
	Hundred			
	Thousand			
	Ten-Thousand			
	Hundred-Thousand			
	Tenth			
	Hundredth			
	Ten			
	Hundred Thousand			
	Ten-Thousand			
	Hundred-Thousand			
	Tenth			
	Hundredth			

Original Number	Round to the Nearest	Rounded Number
	Ten	
	Hundred	
	Thousand	
	Ten-Thousand	
	Hundred-Thousand	
	Tenth	
	Hundredth	
	Ten	
	Hundred	
	Thousand	
	Ten-Thousand	
	Hundred-Thousand	
	Tenth	
	Hundredth	
	Ten	
	Hundred	
	Thousand	
	Ten-Thousand	
	Hundred-Thousand	
	Tenth	
	Hundredth	
	Ten	
	Hundred	
	Thousand	
	Ten-Thousand	
	Hundred-Thousand	
	Tenth	
	Hundredth	
	Ten	
	Hundred	
	Thousand	
	Ten-Thousand	
	Hundred-Thousand	
	Tenth	
	Hundredth	

Put your ROUNDED numbers in order from LEAST to GREATEST below. Circle the MEDIAN number. The player with the GREATEST median is the winner!