

## ROUNDING RACE – 2-DIGIT NUMBERS ROUNDED TO THE NEAREST TEN

### What is the game about?

This is a game for 2 or more players about place value. It gives practice in rounding up or down to the nearest multiple of 10.

Before playing, children should already understand that it is the position of a digit within a multi-digit number that dictates its value, and need to know the rules for rounding numbers (i.e. when to round up and when to round down).

### Equipment needed

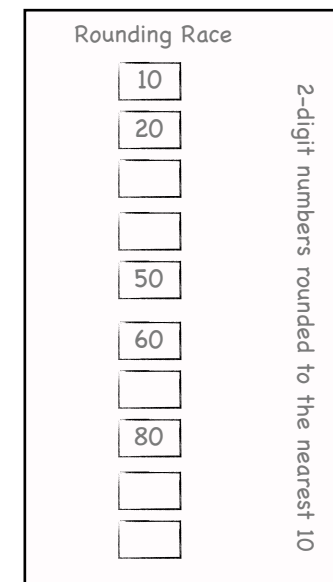
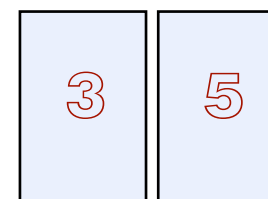
- A pack of digit cards made up of 4 cards for each of the numbers 0 to 9 inclusive.
- Paper and pencil. Each player draws a game board: 10 boxes in which to record rounded numbers.

### Rules

Shuffle the pack. On your turn take two cards. Arrange the cards in whichever order you choose, and read the 2-digit number aloud. Round the number to the nearest 10 (the nearest 'round number'). Write down the multiple of 10 in the appropriate box on your game board. If you pick up a zero as one of your cards, use the pair of cards as usual and then go on to have an extra turn. (Note that zero in front of a digit creates a 1-digit number that must either be rounded up to 10 and recorded in the top box on your board, or rounded down to zero which cannot be recorded on the board.)

Discard the cards after each turn. When the pack of cards runs out, shuffle the discarded cards and continue to play.

The winner is the player to complete 5 boxes in a row.



35 is rounded up to 40. Swapping the digit order would create 53 which is rounded down to 50, but this player already has 50.

A demonstration video of this game can be found on my YouTube channel: <https://www.youtube.com/watch?v=P2gZFnLezVc>

To make your own digit cards, go to: <http://www.ronitbird.com/wp-content/uploads/2013/09/Templates-for-making-digit-cards.pdf>

## Rounding Race Variations

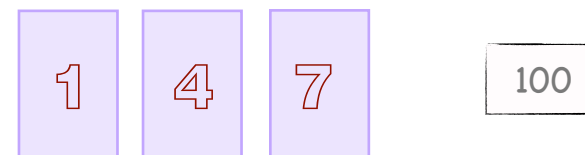
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### ROUND TO THE NEAREST HUNDRED

Take 3 cards on each turn and arrange them in whatever order you choose. Round your 3 digit number to the nearest whole hundred.

Record hundreds, from 100 to 1000, in order, in the 10 boxes on your game board.

The winner is the player who has recorded numbers in 5 boxes in a row.

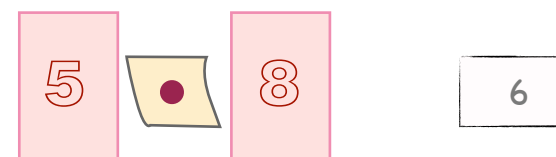


### ROUND TO THE NEAREST WHOLE NUMBER

Play as for the basic (2-digit) game but draw a large decimal point on a small post-it note and place the two digit cards on either side, so that they read as a number with one decimal place.

Use a game board showing 10 boxes, to record the whole numbers 1 – 10, in order.

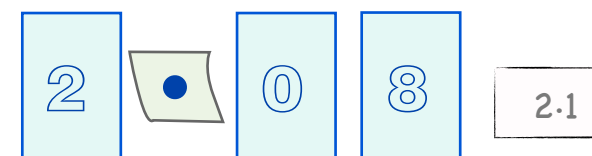
The winner is the player who has recorded numbers in 5 boxes in a row.



### ROUND TO THE NEAREST TENTH (1 d.p.)

Each player starts with a random digit card taken from the pack, and a post it-note on which a decimal point is drawn. These will remain in place for the duration of the game. Take 2 new cards on each turn and arrange them as you wish beyond the decimal point. Read the number aloud (it will begin with the whole number from the random card you started with). Round the number you have created to the nearest tenth, i.e. correct to 1 decimal place.

Record the number correct to 1 d.p. in the appropriate box on your game board.



# Rounding Race

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Rules: On each turn each player takes 2 digit cards. Arrange your cards in whatever order you like. Read the number aloud. Round it to the nearest multiple of 10. Write down the rounded number in the appropriate box. If you pick up a zero as one of your cards, use them (if you can, but there is no option to round down to zero and record it on your game board) and go on to have an extra turn.

Discard the cards after each turn. When the pack runs out, shuffle again to continue to play.

The winner is the first player to record rounded numbers in five boxes in a row.

- Variations:
- \* Take 3 cards on your turn, arrange them, then round up or down to the nearest 100.
  - \* Take 2 cards to make numbers with 1 decimal place. Round to the nearest whole number.
  - \* Start with 1 card. Take two at each turn to make numbers with 2 decimal places. Round to 1 d.p.