

ROUND BALL TENS

3A

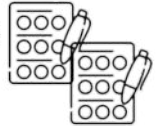
Materials:

pencils 

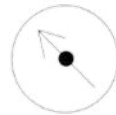
paper



recording sheets



spinner



Directions:

1. Player 1 spins each spinner and writes the two numbers on a sheet of scratch paper.
2. Player 1 decides which number to use in the tens place and which number to use in the ones place. Then the player rounds that number to the nearest 10.
(Example: Spinning 4 and 6 could be used to make 46 or 64. 46 round to 50. 64 rounds to 60.)
3. Repeat with Player 2. If both baskets for the numbers spun already have numbers in them, players can write the number they choose next to one of the baskets.
4. The first player to get at least one number in each basket wins. If players run out of time, the player with numbers in the most baskets wins the game.

ROUND & ADD TENS

3B

Materials: pencils  recording sheets  spinner 

Directions:

1. Decide who will spin and who will record the numbers. Switch roles for each turn.
2. Players spin the spinner 4 times to fill in 4 digits on the record sheet.
 $\underline{38} + \underline{51} = \underline{\quad\quad}$ $\underline{\quad\quad} + \underline{\quad\quad} = \underline{\quad\quad}$
3. Players work together to round each number to the nearest 10 and fill in the blanks under Sum of Rounded Numbers.
 $\underline{38} + \underline{51} = \underline{\quad\quad}$ $\underline{40} + \underline{50} = \underline{\quad\quad}$
4. Players work together to find the sum of the actual numbers and the sum of the rounded numbers.
5. A player's score is the difference between the sum of the actual number and the sum of the rounded number.
 $\underline{38} + \underline{51} = \underline{89}$ $\underline{40} + \underline{50} = \underline{90}$ Score: 9
6. Players continue spinning rounding, and adding until they have played all 5 rounds. Then they add their scores from each round to get their final score.

ROUND BALL HUNDREDS

3C

Materials:

pencils



cards



recording sheets



Remove all
10s and wild cards

Directions:

1. Shuffle and place cards face down in a stack.
2. Player 1 draws 3 cards off the top of the deck and arranges them to make a 3-digit number. She rounds them to the nearest hundred and records the 3-digit number she made in the appropriate basket.
(Example: Drawing 8, 4, and 6 could be used to make 846. Rounded to the nearest 100 it would be 800.)
3. Player 1 puts the used cards in a discard pile. Player 2 draws 3 new cards and repeats the process.
4. Play continues. If no empty hoops are available, the player misses that turn.
5. The winner is the first player to get a number in every basket.

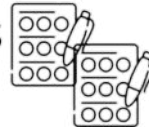
ROUND & ADD HUNDREDS

3D

Materials: pencils



recording sheets



spinner



one 1-6 die



Directions:

1. Decide who will spin and who will record the numbers. Switch roles for each turn.
2. Players roll the dice to get the first digit of each 3-digit numbers, then spin the spinner 4 times to fill in the rest of the digits on the record sheet.
 $\underline{276} + \underline{532} = \underline{\quad\quad\quad} \quad \underline{\quad\quad\quad} + \underline{\quad\quad\quad} = \underline{\quad\quad\quad}$
3. Players work together to round each number to the nearest 100 and fill in the blanks under Sum of Rounded Numbers.
 $\underline{276} + \underline{532} = \underline{\quad\quad\quad} \quad \underline{300} + \underline{500} = \underline{\quad\quad\quad}$
4. Players work together to find the sum of the actual numbers and the sum of the rounded numbers.
5. A player's score is the difference between the sum of the actual number and the sum of the rounded number.
 $\underline{276} + \underline{532} = \underline{808} \quad \underline{300} + \underline{500} = \underline{800} \quad \text{Score: } 8$
6. Players continue rolling, spinning rounding, and adding until they have played all 5 rounds. Then they add their scores from each round to get their final score.