

ROUNDING

Find your place value, circle that digit

Number to the right, underline, get it

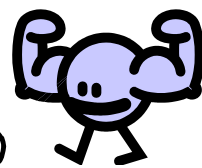

Four and under, circle *stays the same*

4, 3, 2, 1, 0

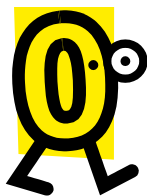
Five and up, *add one is the game*

5, 6, 7, 8, 9

Now flex your muscles like a hero



and make the digits to the right into zeroes



Example:

Round 67 to the nearest ten.

67

We circle the 6 because we are rounding to the nearest ten and 6 is in the tens place.

We underline the 7 because that's the number that will help us decide if we round up or down.

Since 7 is "5 and up," we add one to the tens digit. This turns the 6 into 7.

Then we turn the rest of the digits into zeroes.

Our rounded number is 70.

Example:

Round 432 to the nearest hundred.

432

We circle the 4 because we are rounding to the nearest hundred and 4 is in the hundreds place.

We underline the 3 because that's the number that will help us decide if we round up or down.

Since 3 is "4 and under," we keep the hundreds digit the same.

Then we turn the rest of the digits into zeroes.

Our rounded number is 400.