

General Information

Lesson Parts & Duration

Total Duration: 1 hour

- Game: Highest Value Race-Rounding

Subject(s)

- Place Value: Rounding to the nearest tens or hundreds place (3.NBT.A1).

Objective

- Students will round their numbers to the nearest 10 or 100 to attempt to make a larger number than the other team.

Materials

- blank paper (a few per student) -OR- student dry erase board -OR- place value mat
- pencil or dry erase marker
- deck of playing cards (only single digit numbers)/number cards/or index cards to make cards (30-40 per group)
- document camera or whiteboard
- **Optional:** student printable directions (pages 5-7)
- **Optional:** “Break Up Your Day” brain/movement break idea (page 4)

Instructional Setting

- Seated with or near another student to play the game.

Throughout this lesson, you will find:

- ☀ **Scripted Text** indicates things that need to be said directly. Bullets starting with a “T” followed by *italicized type* indicate scripted text
- ☀ **Clarifiers** within scripted text are in orange
- ☀ **Teacher Directions** indicate things you should be doing
- ☀ **Side notes** provide helpful hints, ELL strategies, differentiation and information
- ☀ **Break Up Your Day** (Brain/Movement Breaks) are in green boxes (at the end)

Remember!

Quality over quantity. All components do not have to be accomplished; lessons may be ended at any time and resumed later.

Instructional Plan: 60 minutes

Game Introduction

- T* We are going to practice rounding to the nearest 10's place and 100's place by playing a game.
- T* This game is called "Highest Value Race".
- T* Each time your rounded number is the highest in value, you get a point.
- T* The player or team with the most points at the end wins.
- T* You will play against a partner or another small group. **Assign partners or teams of up to 3.**
- T* You will need: a deck of playing cards or index cards with numbers written on them. **Students can make a deck of playing cards by using index cards, on each one write 1 digit 0-9. Make about 3-4 of each digit. You will also need scratch paper/a place value mat/ or dry erase board.**
- T* **Round 1:** you make a 2-digit number and round to the nearest 10's Place.
- T* **Round 2:** you make a 3-digit number and round to the nearest 100's Place.
- T* **Round 3:** you make a 3-digit number and round to the nearest 10's Place.
- T* **Round 4:** you will make a 4- digit number and round to the nearest 100's Place.
- T* Keep playing each round until you run out of cards.
- T* Then reshuffle them and go onto the next round.
- T* Be sure to keep using a Tally Chart as you play.
- T* If you have time you will go back to Round 1 and continue playing.

Scoresheet	
Player 1	Player 2

Step 1: Choosing your "Number"

- T* Shuffle the deck of cards.
- T* Place it face down.
- T* Each player draws 1 card and places it face up.
- T* This card is your **1's Place**.
- T* Next, each player will draw another card and place it face up to the left of the first card.
- T* This card should be in the **10's Place**.
- T* That is your "number" Record it on your chart or dry erase board. **See Example and Model it for the class to follow along.**

Step 2: Round Your Number

- T* Each player will round their 2-digit number to the nearest 10's place.
- T* You may use scratch paper to make a vertical number line to help you.

Step 3: Compare Numbers

- T* Who has the larger number?
- T* The player with the larger number earns one point.
- T* Record it on the tally sheet.
- T* If both players' numbers are the same when rounded, both players get a point.

Example Round 1:

Step 1: Choosing your "Number"



Place deck of cards face down.

<i>Player 1- Card 2</i>	<i>Player 1- Card 1</i>	<i>Player 2- Card 2</i>	<i>Player 2- Card 1</i>
			

<i>Player 1- Card 2</i>	<i>Player 1- Card 1</i>	<i>Player 2- Card 2</i>	<i>Player 2- Card 1</i>
			

Step 2: Round Your Number

T Player 1: 35~ 40

T Player 2: 72~70

Step 3: Compare Numbers

T $40 < 70$ (40 is less than 70)

T Player 2 earns 1 point

T Put these cards to the side and make another 2-digit number until there are not enough cards left for both players. Then advance to the next round.

Scoresheet


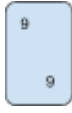
Player 1	Player 2

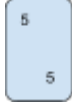

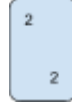
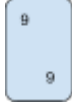
Example Round 2:

Step 1: Choosing your “Number”



Place deck of cards face down.

<i>Player 1- Card 3</i>	<i>Player 1- Card 2</i>	<i>Player 1- Card 1</i>	<i>Player 2- Card 3</i>	<i>Player 2- Card 2</i>	<i>Player 2- Card 1</i>
					

<i>Player 1- Card 3</i>	<i>Player 1- Card 2</i>	<i>Player 1- Card 1</i>	<i>Player 2- Card 3</i>	<i>Player 2- Card 2</i>	<i>Player 2- Card 1</i>
					

<i>Player 1- Card 3</i>	<i>Player 1- Card 2</i>	<i>Player 1- Card 1</i>	<i>Player 2- Card 3</i>	<i>Player 2- Card 2</i>	<i>Player 2- Card 1</i>



Step 2: Round Your Number to the nearest 100's Place

T Player 1: 354 ~ 400 (354 rounds up to 400)

T Player 2: 329 ~ 300 (329 rounds down to 300)

Step 3: Compare Numbers

T $400 > 300$ (400 is greater than 300)

T Player 1 earns 1 point

T Put these cards to the side and make another 2-digit number until there are not enough cards left for both players. Then advance to the next round.

Scoresheet

Player 1	Player 2

You may print a set of student directions for them to reference while playing the game (pages 5-7).

Make sure to “Break Up Your Day!”

This can be used in the middle of a lesson or at the end of your lesson.

Here is an engaging movement and brain break idea to get your students moving and ready to refocus!



Break Up Your Day: Thumbs Up!



- a. Student is called on to state their favorite number from 1 to 20, use name cards or equity cards if available.
- b. Other students signify whether they see that number somewhere in the classroom.
- c. Tally their responses.
- d. The number with the most votes or Thumbs Up is the winner for the activity!

Rounding Game- 10's & 100's

Highest Value Race

Object of the game: End with the most points by having the largest number when rounding to the nearest 10's & 100's place

Skill: Rounding multi-digit whole numbers to the nearest 10's & 100's places

Number of Players: 2-6 (singles or teams)

Materials Needed:

- Blank paper (a few per student) -OR- Student dry erase board -OR- Place value mat
- Pencil or dry erase marker
- Deck of playing cards (only digits 0-9)/number cards/or index cards to make cards
- You can make a deck of playing cards by using index cards, on each one write 1 digit 0-9. Make about 3-4 of each digit. (30-40 index cards per group)

How to Play:

1. **Round 1:** make a 2-digit number and round to the nearest 10's Place.
2. **Round 2:** make a 3-digit number and round to the nearest 100's Place.
3. **Round 3:** make a 3-digit number and round to the nearest 10's Place.
4. **Round 4:** make a 4- digit number and round to the nearest 100's Place.
5. Keep playing each round until you run out of cards.
6. Then reshuffle them and go onto the next round.
7. Be sure to keep sure using a Tally Chart as you play.
8. If you have time you will go back to Round 1 and continue playing.

Step 1: Choosing your "Number"

1. Shuffle the deck of cards.
2. Place it face down.
3. Each player draws 1 card and places it face up.
4. This card is your 1's Place.
5. Next, each player will draw another card and place it face up to the left of their first card.
6. This card should be in the 10's Place.
7. That is your "number". Record it on your chart or dry erase board.

Step 2: Round Your Number

1. Each player will round their 2-digit number to the nearest 10's place.
2. You may use scratch paper to make a vertical number line to help you.

Step 3: Compare Numbers

1. Who has the larger number?
 - a. The player with the larger number earns one point.
 - b. Record it on the tally sheet.
2. If both player's numbers are the same when rounded, both players get a point.

Scoresheet

Player 1	Player 2

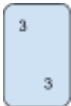
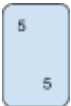


Example Round 1:

Step 1: Choosing your "Number"



Place deck of cards face down.

<i>Player 1- Card 2</i>	<i>Player 1- Card 1</i>	<i>Player 2- Card 2</i>	<i>Player 2- Card 1</i>
			

<i>Player 1- Card 2</i>	<i>Player 1- Card 1</i>	<i>Player 2- Card 2</i>	<i>Player 2- Card 1</i>
			

Step 2: Round Your Number

Player 1: 35~ 40

Player 2: 72~70

Step 3: Compare Numbers

$40 < 70$ (40 is less than 70)

Player 2 earns 1 point



Put these cards to the side and make another 2-digit number until there are not enough cards left for both players. Then advance to the next round.

Example Round 2:

Step 1: Choosing your "Number"

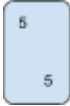






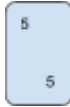

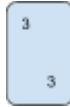
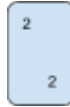

Place deck of cards face down.

<i>Player 1- Card 3</i>	<i>Player 1- Card 2</i>	<i>Player 1- Card 1</i>	<i>Player 2- Card 3</i>	<i>Player 2- Card 2</i>	<i>Player 2- Card 1</i>
					

Scoresheet

Player 1	Player 2
	1

<i>Player 1- Card</i> 3	<i>Player 1- Card</i> 2	<i>Player 1- Card</i> 1	<i>Player 2- Card</i> 3	<i>Player 2- Card</i> 2	<i>Player 2- Card</i> 1
					

<i>Player 1- Card</i> 3	<i>Player 1- Card</i> 2	<i>Player 1- Card</i> 1	<i>Player 2- Card</i> 3	<i>Player 2- Card</i> 2	<i>Player 2- Card</i> 1
					

Step 2: Round Your Number to the nearest 100's Place

Player 1: 354 ~ 400 (454 rounds up to 400)

Player 2: 329 ~ 300 (329 rounds down to 300)

Step 3: Compare Numbers

400 > 300 (400 is greater than 300)

Player 1 earns 1 point

Put these cards to the side and make another 2-digit number until there are not enough cards left for both players. Then advance to the next round.

Scoresheet

Player 1	Player 2

Make sure to be a good sport and congratulate the winner each time you play!