**Rounding (Estimating) Numbers**

**Procedures and Examples**

1. Locate the place value that you are rounding to (circle it).

2. Locate the number directly to the right of the place value you are rounding to.

* If the number is 4 or less – the number stays the same
* If the number is 5 or more – the number rounds up

3. All the numbers on the left of the place value you are rounding to **stay the same**.

4. All the numbers on the right of the place value you are rounding to **become zeros**.

**Rounding Rap**

Find the place value and circle the digit.

Move to the right and underline it.

Zero through four, the circle stays the same.

But five through nine adding one is the game.

Now, flex your muscles just like a hero.

Digit to the right, change into zero.

All the other digits stay the same.

Yo, you’re a winner in the rounding game.

**Chant**

**4 or less – let it rest**

**5 or more – raise the score**

|  |  |  |
| --- | --- | --- |
| **Number** | **Round to the Nearest Ten** | **Round to the Nearest Hundred** |
| **134** | **130** | **100** |
| **576** | **580** | **600** |
| **89** | **90** | **100** |

134 rounded to the nearest ten.

* 1 3 4 The 4 tells the 3 to stay the same.

134 rounded to the nearest hundred.

* 1 3 4 The 3 tells the 1 to stay the same

576 rounded to the nearest ten.

* 5 7 6 The 6 tells the 7 to bump up.

576 rounded to the nearest hundred.

* 5 7 6 The 7 tells the 5 to bump up.

89 rounded to the nearest ten.

* 8 9 The 9 tells the 8 to bump up.

89 rounded to the nearest hundred.

* 0 8 9 The 8 tells the 0 to bump up.