

FAMILY MATH

Rounding to the Nearest Ten and Hundred

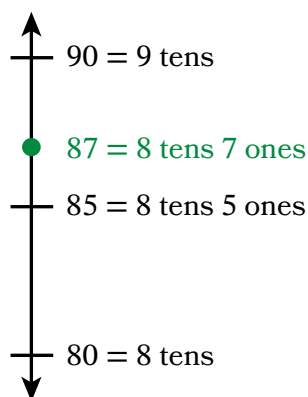
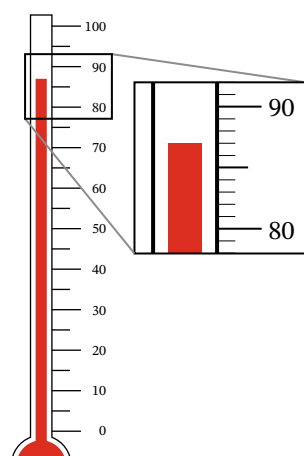
Dear Family,

Your student is learning to round numbers to the nearest ten and nearest hundred on a vertical number line. To prepare, they practice reading temperatures on thermometers that look like vertical number lines. Then, they round by finding the closest numbers that are multiples of 10 or 100 (we call them *benchmark numbers*) and mark them on a vertical number line. Rounding is also helpful for estimating the answer to an addition or subtraction problem.

Key Terms and Symbols

approximately equal sign, $\approx$

round, rounding



8 tens 5 ones (85) is halfway between 8 tens (80) and 9 tens (90). 87 is more than halfway between 80 and 90, so 87 is closer to 90. 87 rounded to the nearest ten is 90.

$$122 + 384$$

$$122 \approx 100$$

$$384 \approx 400$$

$$100 + 400 = 500$$

So $122 + 384$ must be close to 500.

The $\approx$ symbol is used to show that two numbers are about equal to each other.

At-Home Activities

Interactive Number Line

Create a vertical number line outside using sidewalk chalk or inside with masking tape on the carpet. Place labels for 100, 200, 300, 400, 500, 600, 700, 800, 900, and 1,000 along the number line. Say a three-digit number and invite your student to hop to the number along the number line where they think it should go. Ask your student to explain their strategy for placing the number. Ask them to round the number to the nearest hundred. Then repeat with different three-digit numbers.

Roll for Estimations

Practice estimating sums and differences by adding random two-digit numbers. Roll two dice and set them next to each other to make a two-digit number. For example, if you roll a 6 and a 2, your number will be 62. Then roll again to create another two-digit number. Ask your student to estimate the sum or difference of the two sets of dice by rounding each number to the nearest ten before adding or subtracting. Then, find the actual sum or difference and ask why the answer is reasonable. Repeat with three dice and three-digit numbers, if possible.