**Rounding Off Big Time**

**(Nearest Hundred)**

**SKILLS**: Rounding numbers, place value

**PLAYERS**: 2

**EQUIPMENT**: 1 deck of cards Ace – 9 (Ace = 1), or 1-9 dice, gameboards for each player.

**GETTING STARTED**: Player one turns over three cards and arranges them to make a three-digit number. Once the number is made, the player rounds it to the nearest hundred, then they write their number by the number it rounds off to on their gameboard. Then Player Two draws three cards, makes a number, rounds it off and marks their board. If a player can't make a number that rounds off to a blank space on their board, they miss their turn. The first player to cross off all ten numbers on their board wins.

**EXAMPLE**: A player turns over 7, 3 and 8. They can make:

...378 and 387, which both round to 400. ...738, which rounds to 700. ...783, which rounds to 800. ...837, which rounds to 800. ...873, which rounds to 900.

The player chooses 738 and writes “738” in the blank space beside 700 on their gameboard.

VARIATION: This can be played as a solitaire game.

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**Player Two**

 **100 \_\_\_\_\_\_\_\_**

 **200 \_\_\_\_\_\_\_\_**

 **300 \_\_\_\_\_\_\_\_**

 **400 \_\_\_\_\_\_\_\_**

 **500 \_\_\_\_\_\_\_\_**

 **600 \_\_\_\_\_\_\_\_**

 **700 \_\_\_\_\_\_\_\_**

 **800 \_\_\_\_\_\_\_\_**

 **900 \_\_\_\_\_\_\_\_**

**1,000 \_\_\_\_\_\_\_\_**

**Player One**

 **100 \_\_\_\_\_\_\_\_**

 **200 \_\_\_\_\_\_\_\_**

 **300 \_\_\_\_\_\_\_\_**

 **400 \_\_\_\_\_\_\_\_**

 **500 \_\_\_\_\_\_\_\_**

 **600 \_\_\_\_\_\_\_\_**

 **700 \_\_\_\_\_\_\_\_**

 **800 \_\_\_\_\_\_\_\_**

 **900 \_\_\_\_\_\_\_\_**

**1,000 \_\_\_\_\_\_\_\_**