**Rounding Off Big Time**

**(Nearest ten)**

**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 2 cards (or rolls 2 dice) and arranges them to make a 2-digit number. Once the number is made, the player rounds it to the nearest ten, then they write their number by the number it rounds off to on their gameboard. Then Player Two draws 2 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 1 and 8. They can make . . .

18 which rounds to 20, or 81 which rounds to 80

If the player chooses 81, would they write “81” in the blank space beside 80on their gameboard.

VARIATION: This can be played as a solitaire game.

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**Player Two**

**10 \_\_\_\_\_\_\_\_**

**20 \_\_\_\_\_\_\_\_**

**30 \_\_\_\_\_\_\_\_**

**40 \_\_\_\_\_\_\_\_**

**50 \_\_\_\_\_\_\_\_**

**60 \_\_\_\_\_\_\_\_**

**70 \_\_\_\_\_\_\_\_**

**80 \_\_\_\_\_\_\_\_**

**90 \_\_\_\_\_\_\_\_**

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

**Player One**

**10 \_\_\_\_\_\_\_\_**

**20 \_\_\_\_\_\_\_\_**

**30 \_\_\_\_\_\_\_\_**

**40 \_\_\_\_\_\_\_\_**

**50 \_\_\_\_\_\_\_\_**

**60 \_\_\_\_\_\_\_\_**

**70 \_\_\_\_\_\_\_\_**

**80 \_\_\_\_\_\_\_\_**

**90 \_\_\_\_\_\_\_\_**

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