

ROUND TO NEAREST 10

WITHIN 100

Rounding to the Nearest Ten within 100

If the ones place is **less than 5**, round down.
51 → Rounds to **50**

If the ones place is **equal or bigger than 5**, round up.
38 → Rounds to **40**

Words That Mean Round:

- about
- estimate
- approximately
- guess

Is the ones place bigger than 5 or less than 5?

82 Bigger than 5 → Rounds to **80**
less than 5

76 Bigger than 5 → Rounds to **80**
less than 5

What two tens does the number fall between? Circle the one it is closer to.

40 47 **50**

What two tens does the number fall between? Circle the one it is closer to.

70 94 **100**

Use the number line to round 25 to the nearest ten.

← 21 22 23 24 25 26 27 28 29 30 →

Illustration of ice cream cones on a blue and yellow background. The cones have numbers on top and labels on the cones:

- Yellow cone with number **77** and label **ROUNDS TO 80**
- Pink cone with number **95** and label **ROUNDS TO 50**
- White cone with number **02** and label **ROUNDS TO 70**
- Yellow cone with number **88** and label **ROUNDS TO 80**
- White cone with number **81** and label **ROUNDS TO 80**

A blue folder with a white card inside. The card says "Round to the nearest ten." and has the number **29** written on it. The folder has a black label with the number **#11**.

Name: **Ron**

Bigger Than or Less Than 5

Then circle if it is bigger or smaller than 5.

1. **22** → Rounds to **20**

2. **41** → Rounds to **40**

3. **58** → Rounds to **60**

Name: **Nate**

1. **10** 18 **20** 90 95

2. **50** 54 **60** 40 49

3. **0** 9 **10** 80 86

4. **30** 39 **40** 63

- ✓ GAMES
- ✓ ACTIVITIES
- ✓ WORKSHEETS

MINI LESSON

Rounding to the Nearest Ten within 100

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51 → Rounds to 50

If the tens place is equal or **bigger than 5**, round up.

38 → Rounds to 40

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- about
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STRATEGY #1

Is the ones place bigger than 5 or less than 5?

82 Bigger than 5
less than 5

Rounds to 80

76 Bigger than 5
less than 5

Rounds to 80

STRATEGY #2

What two tens does the number fall between? Circle the one it is closer to.

40 47

50

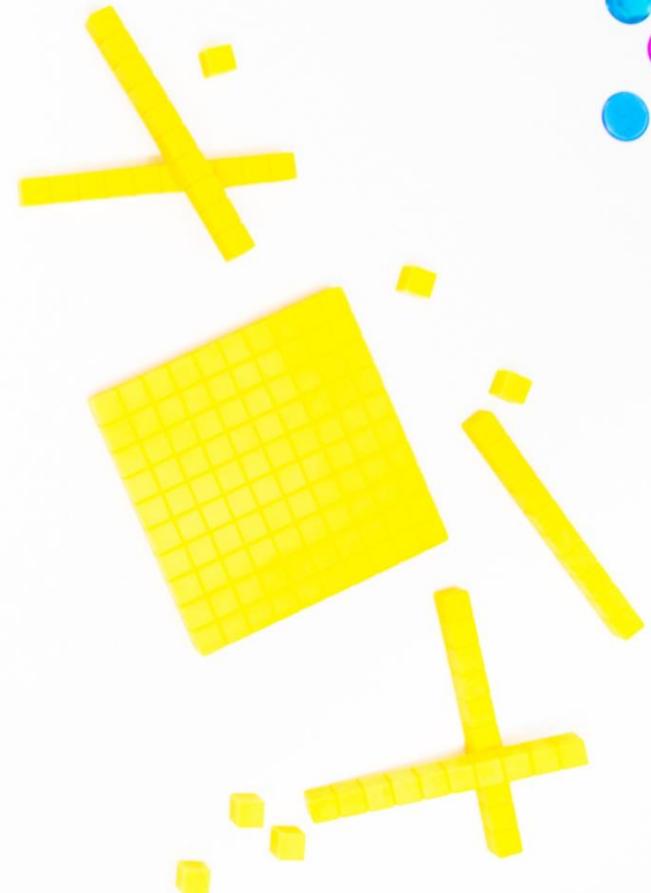
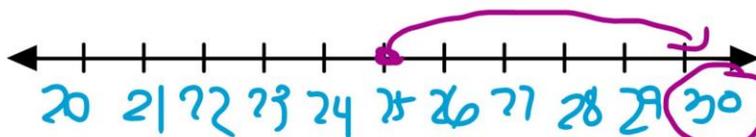
What two tens does the number fall between? Circle the one it is closer to.

70 94

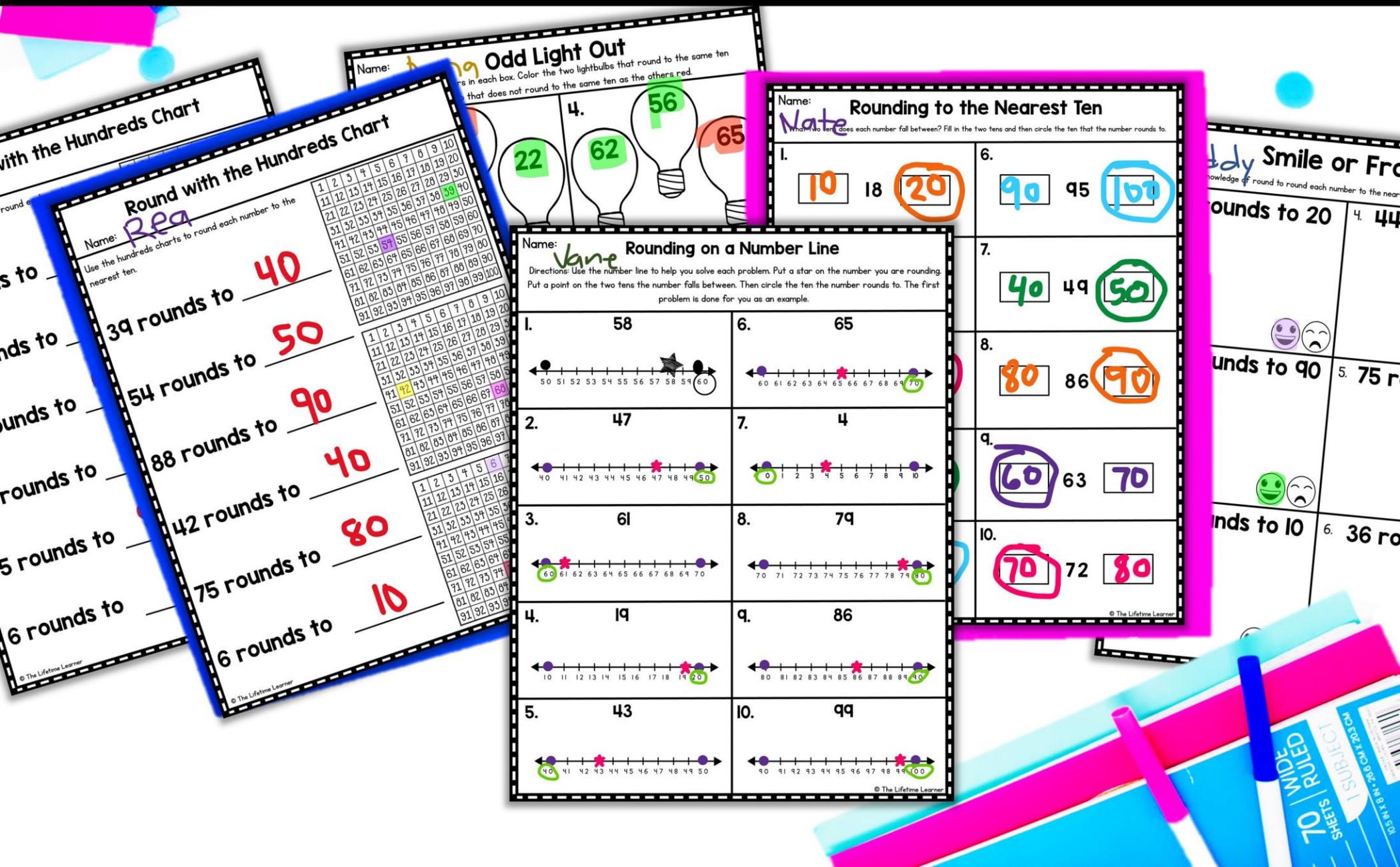
100

STRATEGY #3

Use the number line to round 25 to the nearest ten.



10 WORKSHEETS



Round with the Hundreds Chart

Name: Rea

Use the hundreds charts to round each number to the nearest ten.

39 rounds to 40

54 rounds to 50

88 rounds to 90

42 rounds to 40

75 rounds to 80

6 rounds to 10

Odd Light Out

Name: ...

Lightbulbs in each box. Color the two lightbulbs that round to the same ten as the others red. The one that does not round to the same ten as the others red.

4. 22 62 56 65

Rounding to the Nearest Ten

Name: Nate

What two tens does each number fall between? Fill in the two tens and then circle the ten that the number rounds to.

1. 10 18 20

6. 90 95 100

7. 40 49 50

8. 80 86 90

9. 60 63 70

10. 70 72 80

Rounding on a Number Line

Name: Vane

Directions: Use the number line to help you solve each problem. Put a star on the number you are rounding. Put a point on the two tens the number falls between. Then circle the ten the number rounds to. The first problem is done for you as an example.

1. 58 (Number line from 50 to 60, star at 58, circles at 50 and 60)

2. 47 (Number line from 40 to 50, star at 47, circles at 40 and 50)

3. 61 (Number line from 60 to 70, star at 61, circles at 60 and 70)

4. 19 (Number line from 10 to 20, star at 19, circles at 10 and 20)

5. 43 (Number line from 40 to 50, star at 43, circles at 40 and 50)

6. 65 (Number line from 60 to 70, star at 65, circles at 60 and 70)

7. 4 (Number line from 0 to 10, star at 4, circles at 0 and 10)

8. 79 (Number line from 70 to 80, star at 79, circles at 70 and 80)

9. 86 (Number line from 80 to 90, star at 86, circles at 80 and 90)

10. 99 (Number line from 90 to 100, star at 99, circles at 90 and 100)

Smile or Frown

Knowledge of round to round each number to the nearest ten. Draw a smiley face if the number rounds up and a frowny face if it rounds down.

4. 44 (Smiley face)

5. 75 (Frowny face)

6. 36 (Smiley face)



ERROR ANALYSIS

Students decide if each kid solved the problem correctly or incorrectly. They explain their thinking at the bottom.

4 PAGES

Directions: Read the problem below and look at the work the student did. Decide if the work is correct or not.

Round 75 to the nearest ten.



The student says:

75 is in the middle of 70 and 80. It rounds to 70 since it's in the middle.

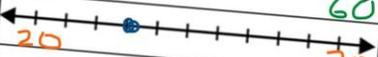
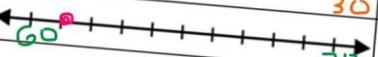
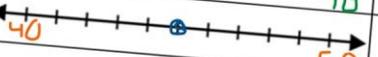
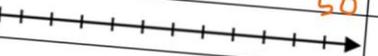
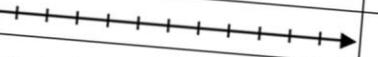
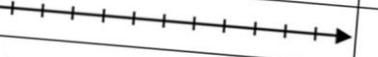
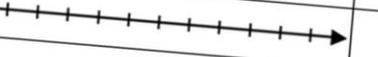
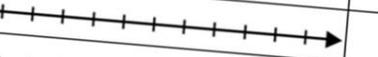
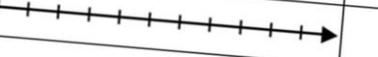
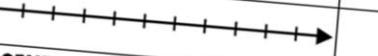


Explain if they are right or wrong. Put a check or X on their work.
The student should have rounded up to 80. If a number falls in the middle, you always round up.

ROUND THE DICE

Students roll 2 dice and write the digits down as a 2-digit number. They round to the nearest ten. If rounded correctly, they get a point on the scoreboard.

Round The Dice!

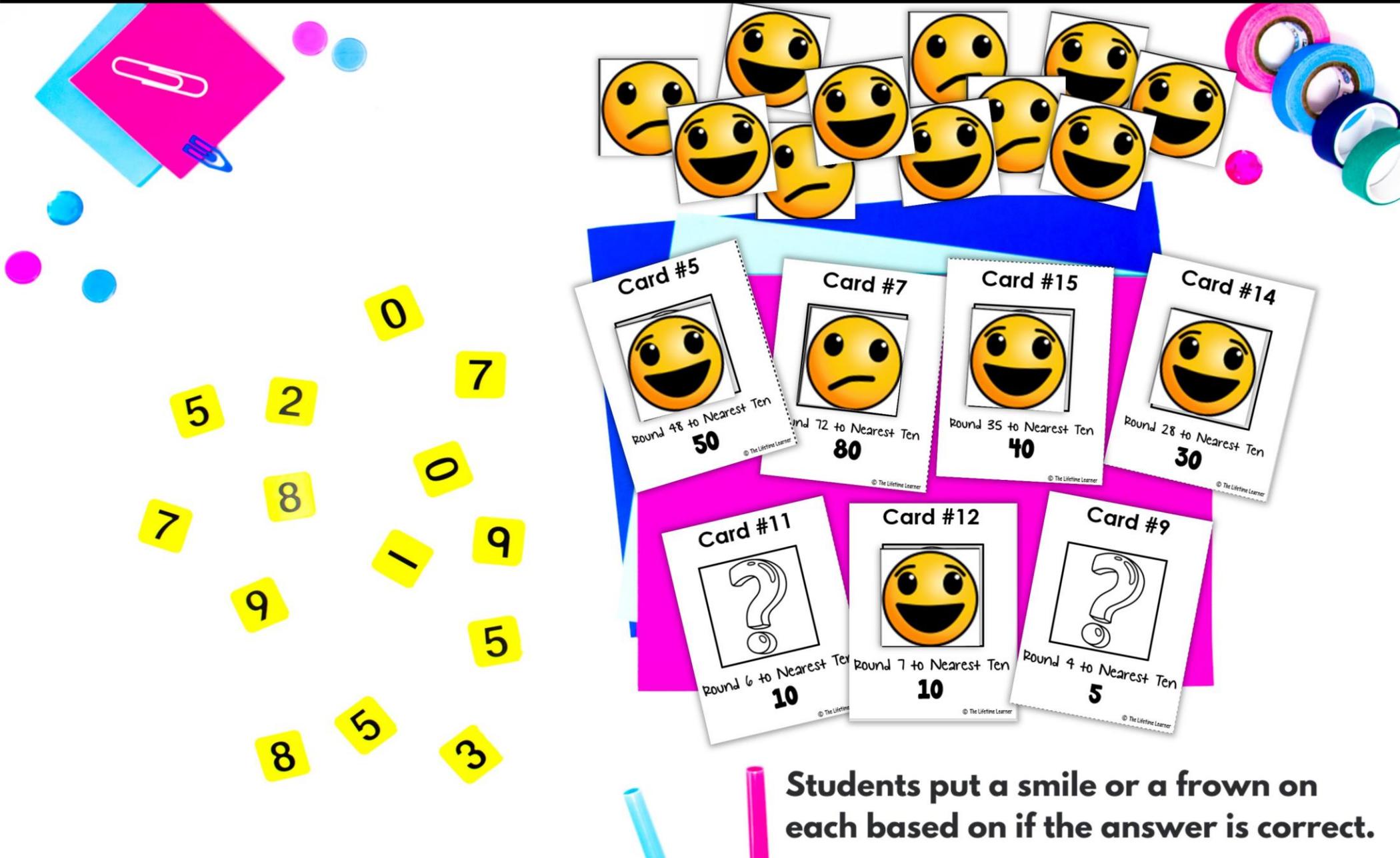
NUMBER ROLLED	SHOW YOUR WORK	ROUNDED NUMBER
54		50
23		20
61		60
45		50
		
		
		
		
		
		
		
		

PLAYER 1'S POINTS

PLAYER 2'S POINTS

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MATH SORT



Card #5
Round 48 to Nearest Ten
50

Card #7
Round 72 to Nearest Ten
80

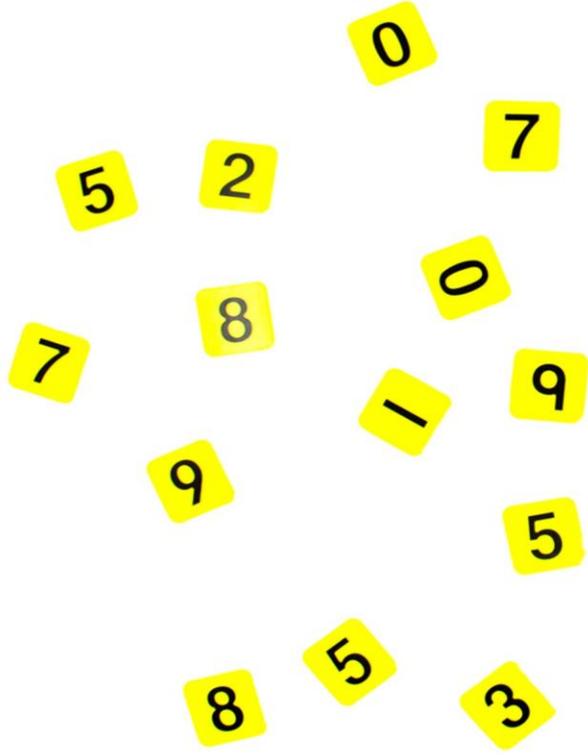
Card #15
Round 35 to Nearest Ten
40

Card #14
Round 28 to Nearest Ten
30

Card #11
Round 6 to Nearest Ten
10

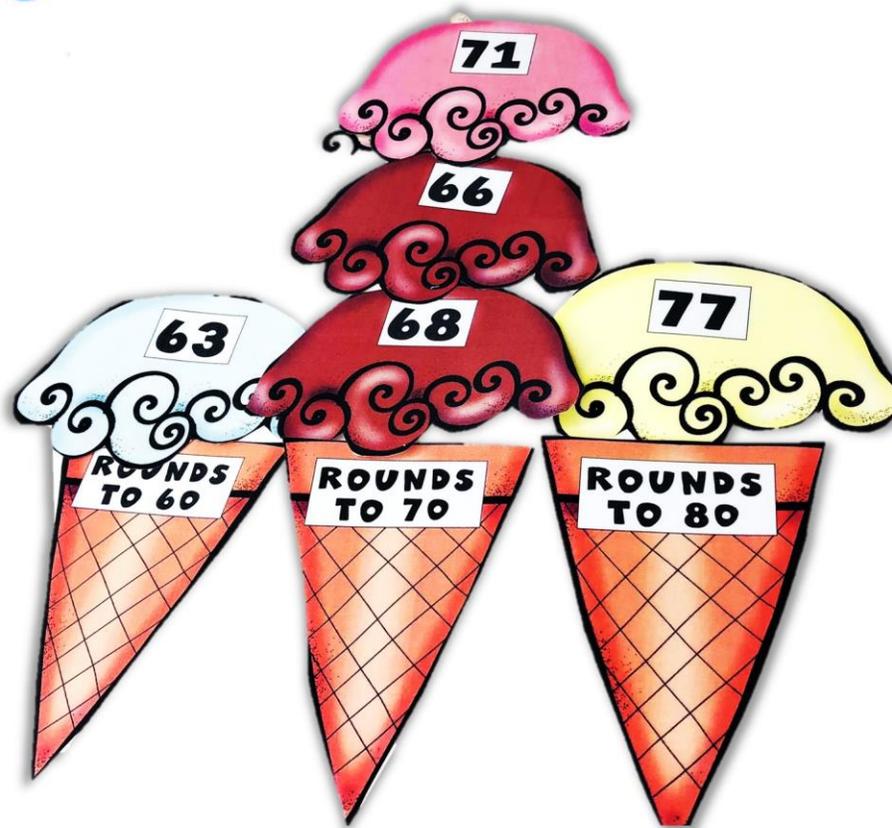
Card #12
Round 7 to Nearest Ten
10

Card #9
Round 4 to Nearest Ten
5



Students put a smile or a frown on each based on if the answer is correct.

GAME #1



- Lay out all ice cream cones.
- Round each scoop to the nearest ten.
- Place scoops on the correct ice cream cones.



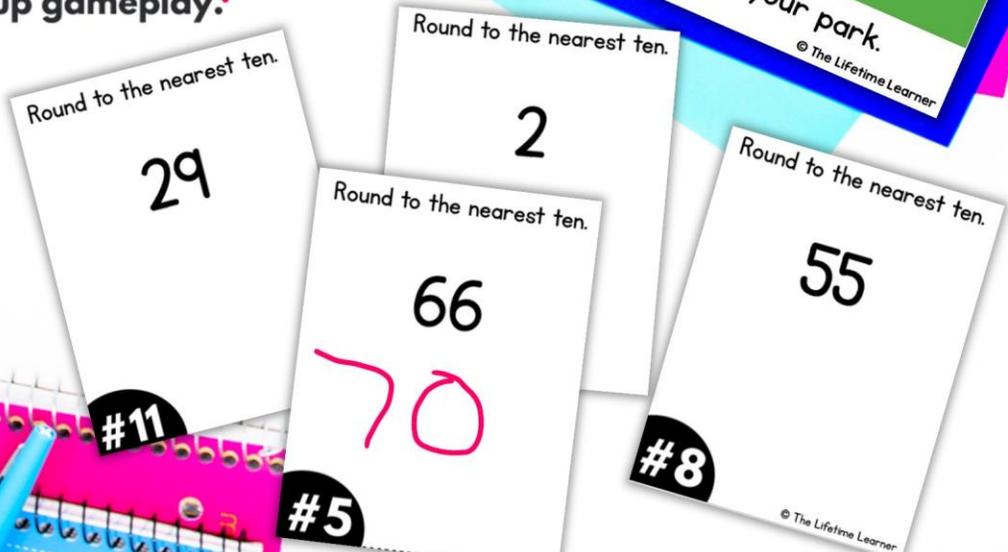
GAME #2

FOR 2-4 PLAYERS



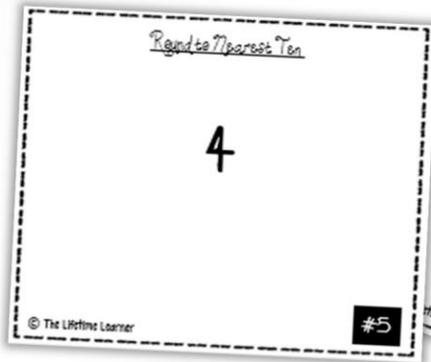
HOW TO PLAY:

1. All players receive a game mat.
2. Students answer a question card.
3. If they are correct, they earn an item.
4. The first person to earn 10 items wins.
5. Chance cards included to spice up gameplay:



GAME #3

the perfect game to play with the whole class



Click the bucket to see this game in action.

HOW TO PLAY:

1. Students answer task cards.
2. If they get it right, they drop it in the bucket.
3. Students play for a set amount of time.
4. At the end of gameplay, the teacher draws task cards out of the bucket.
5. Any student whose task card gets pulled out gets a small prize.



GAME #4



**Students play 4 corners...but a rounding edition!
Specific instructions included inside.**

BUY THE BUNDLE AND SAVE BIG!

3RD GRADE MATH BUNDLE

Name: Lindsay
The Beach
Write the number of the matching word problem on each bucket to show which sandcastle goes with each word problem.

5 A #6 3 B #5 9 C #2
12 D #4 10 E #1 6 F #3

- There are 2 sharks. Each one has 5 teeth. How many teeth do the teeth have combined? $2 \times 5 = 10$
- There are 54 fish in the water. They are split between 6 small pools equally. How many fish are in each pool of water? $54 \div 6 = 9$
- There are 36 umbrellas for sale on the beach. 6 umbrellas are sold each hour. How many hours did it take to sell all of the umbrellas? $36 \div 6 = 6$
- There are 3 fences facing the beach. There are four seagulls sitting on each one. How many seagulls are there total? $3 \times 4 = 12$
- There are 12 surfers out in the water. They are chatting in groups of 4. How many groups are chatting? $12 \div 4 = 3$
- There are 50 seals out in the ocean. They are sitting in groups of 10. How many groups of seals are there? $50 \div 10 = 5$

My Castle

To win, you must have 10 items in your castle.

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7000+ PAGES

GAMES **ACTIVITIES** **WORKSHEETS**

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bar graphs and pictographs

3.MD.3



3rd GRADE

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EDITABLE

ROOM TRANSFORMATION

CANDY shop

round to the nearest 10 & 100

3.NBT.1



3rd GRADE

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SPACE day

addition & subtraction word problems

3.NBT.2



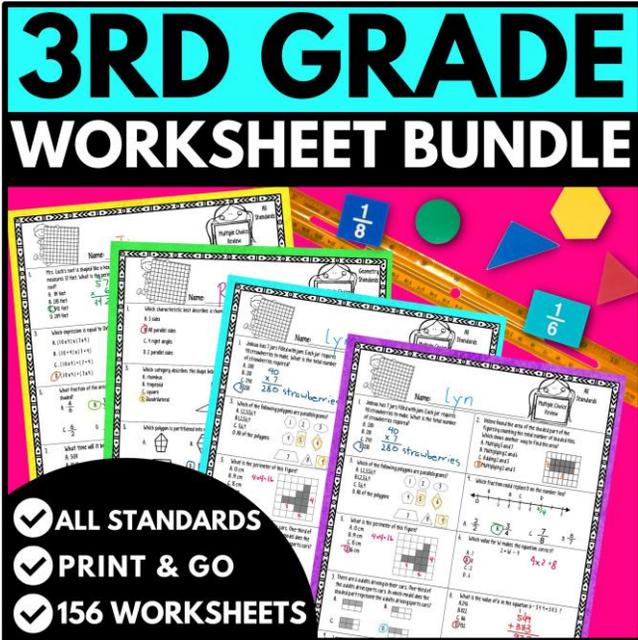
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ROOM TRANSFORMATION

3RD GRADE WORKSHEET BUNDLE



ALL STANDARDS

PRINT & GO

156 WORKSHEETS

GRAB IT!

29 MATH GAMES

3RD GRADE

GRAB IT!									
50	9	0	4	50	9	0	4	50	
GRAB IT!									
7	24	15	6	7	24	15	48	7	
GRAB IT!									
81	3	18	48	81	3	18	6	81	

GRAB IT!

$- \div 3 = 2$

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3RD GRADE BUNDLE TASK CARDS



DIGITAL

PRINTABLE

166 GAMES

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