

ROUNDING DECIMALS

SOLVE THE ROOM

Round to the nearest hundredth.

72.053

Round to the nearest hundredth.

52.527

Round to the nearest hundredth.

16.251

Round to the nearest tenth.

42.421

Round to the nearest whole number.

24.113

Round to the nearest tenth.

46.142



Name: _____

Directions: Find the card that matches each shape and solve the problem. Write the answer in the box that matches the shape.



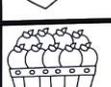
Round to the nearest tenth.

6.52



Name: _____

Directions: Find the card that matches each shape and solve the problem. Write the answer in the box that matches the shape.

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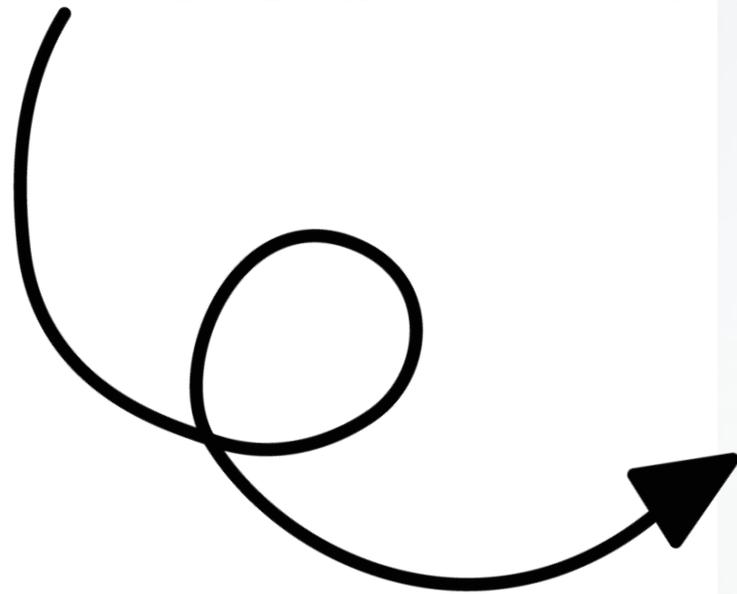
Students find problems around the room & write the answers on their recording sheet.

What's Included?

- Teacher Directions & Tips
- 20 Problem Cards
- Student Recording Sheet
- Extension Activity: Create a matching word problem
- Answer Key

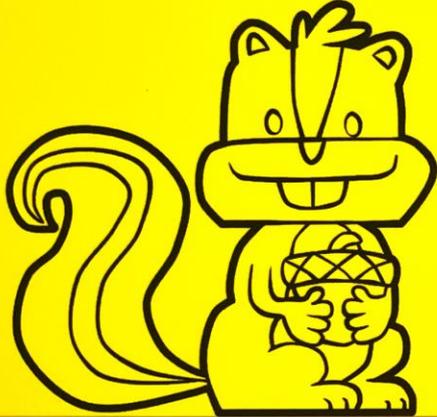
20

Problems



Round to the nearest hundredth.

16.251



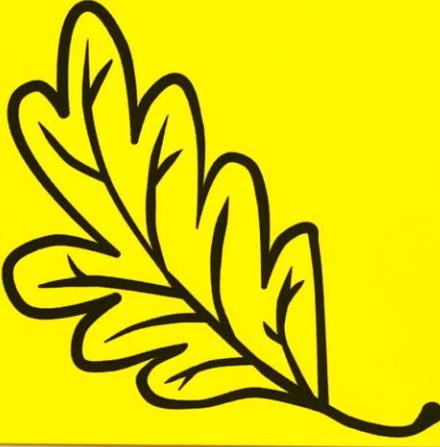
Round to the nearest hundredth.

52.527



Round to the nearest tenth.

6.52



Round to the nearest tenth.

46.142



Round to the nearest hundredth.

72.053



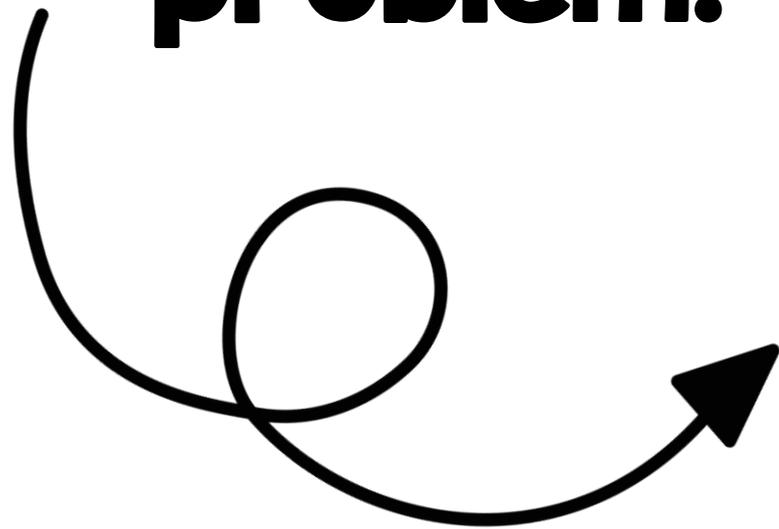
Round to the nearest tenth.

42.421



Extension Activity

Students create a
matching word
problem.



Name: _____

Create a Matching Word Problem

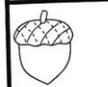
Directions: Use the numbers from the cards to write your own matching word problem.

Name: _____

Create a Matching Word Problem

Directions: Use the numbers from the cards to write your own matching word problem.

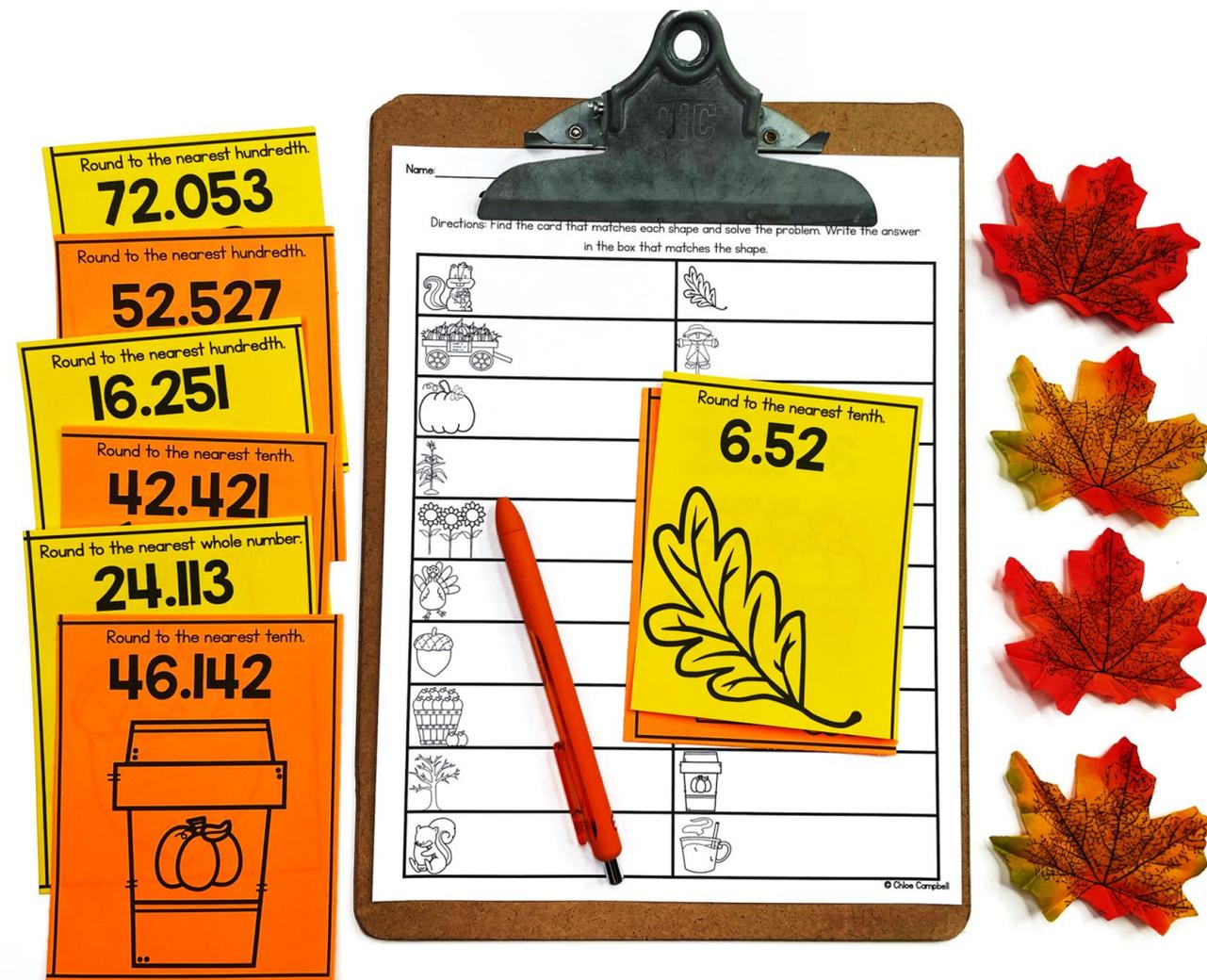
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How to Use:

1. Print out each page. You can print on cardstock and/or laminate to help the cards last longer.
2. Cut out each card. There are 4 to a page.
3. Place the cards around the room or tape the cards to the walls, back of student chairs, doorways, etc.
4. Give students a clipboard. They'll walk around the room to find the cards.
5. Students will find the card that matches each shape. They'll solve the problem then write the answer in the box that matches the shape.

Students are up and moving around the room while solving math problems. That's a WIN!



**Purchase now
to see student
engagement
increase in
your
classroom!**