

ROUND THE WORLD



Materials

Rounding cards

Number of Players

Entire class

Directions

1. Choose a starting person to begin the game.
2. The student beginning the game will stand beside the student whose desk is next to his or her desk.
3. The teacher tells the students to which place they will be rounding. For example, “This is a three-digit number and you will be rounding to the nearest hundred.” Or “This is a three-digit number and you will be rounding to the nearest ten.”
4. The first student who correctly rounds the number will advance to the next student. If the student sitting says the correct answer first, then the standing student sits in his or her chair.
5. This process continues until one student makes it completely around to his or her original seat.
6. The first student to make it completely around to his or her original seat is the winner.

15

96

24

85

33

74

46

67

52

57

13

91

29

84

35

78

47

137

941

209

8 6 8

3 4 9

7 8 2

5 3 9

4 1 7

6 0 8

1 5 3

5 7 4

227

938

8 2 5

3 7 1

496

654

1, 5 3 4

9, 8 1 7

2,309

8,467

3,295

7,133

4,099

5,918

6, 7 2 2

1, 4 7 5

7,682

2,328

8,705

4.735

3, 5 8 6

7, 1 4 2