

Rounding and Ordering Numbers

Maths

Year 4

Lesson 2 of 5

Learning Objective		Resources
To round any number to the nearest 10, 100 or 1000.		Slides Worksheet 2A/2B/2C Board Game Sheet (FSD? activity only) Number Cards 10/100/1000 (FSD? activity only) Whiteboards, counters, timers, dice (FSD? activity only)
Teaching Input		
<ul style="list-style-type: none"> Explain that sometimes we need to round numbers because it can make a number easier to understand. When we round we try to keep the total value as close to the original as possible. Show the children the examples on the slides of when numbers are often rounded, including distances, adding or subtracting multiple values, and for checking answers are plausible. Show the explanation on the slide of when to round a number up or down. Demonstrate rounding the number on the slide to the nearest 10, 100 then 1000. Challenge children to round the next number independently. Demonstrate rounding the number on the slide to the nearest whole number. Challenge children to round the next number independently. 		
Main Activity		
<u>Lower ability:</u> Provide children with worksheet 2A. The children will round two-digit numbers to the nearest ten, and three-digit numbers to the nearest hundred.	<u>Middle ability:</u> Provide children with worksheet 2B. The children will round two-digit and three-digit numbers to the nearest ten and hundred. They will also round four-digit numbers to the nearest thousand.	<u>Higher ability:</u> Provide children with worksheet 2C. The children will round three-digit and four-digit numbers to the nearest ten, hundred and thousand.
Fancy something different...?		
<ul style="list-style-type: none"> Provide groups of three children with a Board Game Sheet, Number Cards, whiteboards, counters, a 30-second timer and a dice. The children will move around the board rounding the numbers. Each time they answer a question correctly they keep the card. The person with the most cards at the end wins. As the children move their counters around the track, they will land on squares labelled '10', '100', '1000'. The person to their left will then read a card to them with the same value labelled. For example, if they landed on '10' the person to their left would pick up a '10' card and read the question which might be 'What is 34 rounded to the nearest ten?' When the question has been read they have until the timer ends to write their answer down. The answer can then be checked against the answer on the card. If the child answered correctly, they keep the card, if not it goes to the bottom of the pile. To increase the challenge further the other players could also record the answer to the question while the timer is running. If the first child gets the answer wrong the remaining player has the chance to steal the card and gain the point. 		
Plenary	Assessment Questions	
Split the class into four teams and choose a player from each team to have a whiteboard and be the question answerer. The teacher can quick fire rounding questions for the four players. They need to write their answers as quickly as they can. The player to correctly write the answer first gains a point for their team. Swap the children answering the questions after each point. If no one gets the answer right then you could ask an unsuspecting member of the audience!	<ul style="list-style-type: none"> Can children round numbers to the nearest ten? Can children round numbers to the nearest hundred? Can children round numbers to the nearest thousand? 	