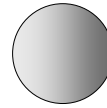
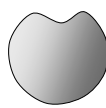
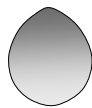


# Round Numbers



Round Numbers are approximations of more complicated numbers. When only an estimate is needed, "rounding" makes calculations easier.

**Which steel marbles are easier to roll?**



5.27

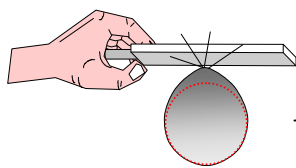
5

6.89

7

**Which numbers are easier to calculate?**

**Rounding makes misshapen marbles easier to roll.**

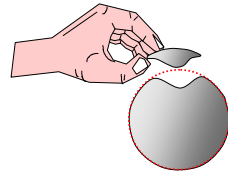


File excess

Round down

5.27

5



Fill gap

Round UP

6.89

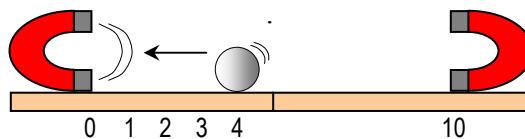
7

**Rounding make complicated numbers easier to calculate.**

**Round down or UP?**

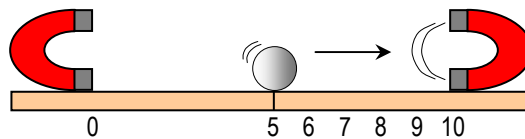
Marbles set at 4 or less roll to the lower magnet.

Numbers that are 4 or less round down.



Marbles set at 5 or more roll to the higher magnet.

Numbers that are 5 or more round UP.



**Why 5 UP?**

If 5 is in exactly in the middle, why does it round UP?

Numbers ending in 5 could logically be rounded up or down.

But mathematicians made it a general rule that 5 rounds UP so everyone rounds the same way.

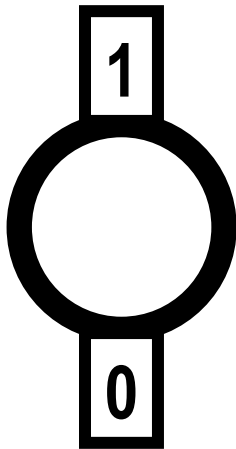


**Exception**

When rounding a large group of numbers that will be combined in a calculation, some experts advise alternately rounding multiple numbers ending in 5 up then down to produce a more accurate overall estimate.

# Rounding Tool (RT)

Use the RT and poem to round numbers to the desired place value.

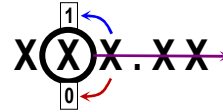


**Five Flies,  
Four Falls,  
Zero Zooms!**

1. Draw RT around desired place-value digit.

2. Apply Poem to the next digit on the right.

- If 5 or higher, draw an arrow up to the [1].
- If 4 or lower, draw an arrow down to the [0].



3. Add place-value digit to [1] or [0].

4. Zoom out the trailing digit/s with zeros.

**Rounding down**  
Round 5,682 to the nearest *ten*.

Draw RT

5, 6, **8**, 2

5, 6, **8**, 2

Four Falls  
Zero Zooms

8+[0]

5, 6 8 0

**Rounding UP**  
Round 5,682 to the nearest *hundred*.

Draw RT

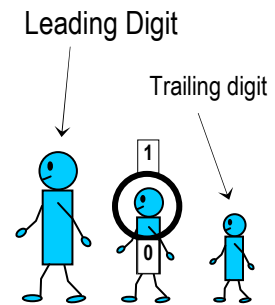
5, **6**, 8 2

5, **6**, 8 2

Five Flies  
Zero Zooms

6+[1]

5, 7 0 0



2 **9** 5

3 0 0

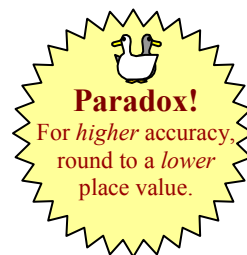
**Rounding 9**  
When 9+[1] rounds up to 10, write the 0 below, then carry and add the 1 to the next higher place-value digit.

2 9 **9** 5

3 0 0 0

# Rounding Accuracy

Thousands Place 100	Hundreds Place 100	Tens Place 10	Ones Place 1	.	Tenths Place .1	Hundredths Place .01
------------------------	-----------------------	------------------	-----------------	---	--------------------	-------------------------



Original		Product	Variance
149	×	283 = 42,167	--
<b>Round to nearest <i>ten</i></b>			
	×		
150	×	280 = 42,000	-167
<b>Round to nearest <i>hundred</i></b>			
	×		
100	×	300 = 30,000	-12,167

## Front-End Estimation (FEE)

FEE keeps the front-end (leading) digit/s and zeros out the rest.

Caution: When used *without* rounding, FEE can lead to large inaccuracies.

Original		Product	Variance
149	×	283 = 42,167	--
<b>FEE 1st two digits</b>			
	×		
140	×	280 = 39,200	-2,967
<b>FEE 1st digits</b>			
	×		
100	×	200 = 20,000	-22,167



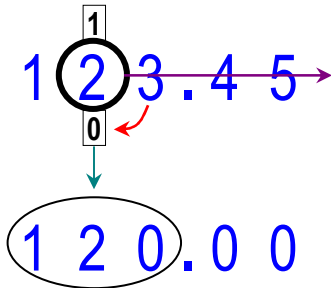
Avoid FEE: If your car were wrecked, you'd want a repair estimate for the *entire* car, not just for the front end.

# Rounding Tool (RT) Whiteboard Demonstrator

- Print this page to white *cardstock* (so the RT will be stiff enough for demonstrations).
- Cut out the RT along the dashed lines. Remove the center circle.
- On the whiteboard, write the number to be rounded large enough and spaced enough so that each digit fits inside the RT with the remaining digits still visible.
- Hold or use poster putty to secure the RT over the desired place value digit.
- Demonstrate rounding with arrows using the poem: *Five Flies, Four Falls, Zero Zooms!*

## Whiteboard Examples

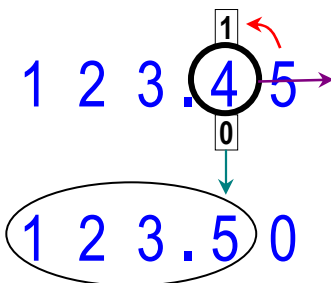
### Round to the nearest *ten*



In lieu of cutting out this physical RT, teachers can demonstrate the process by *drawing* RTs on the whiteboard or overhead projection device.

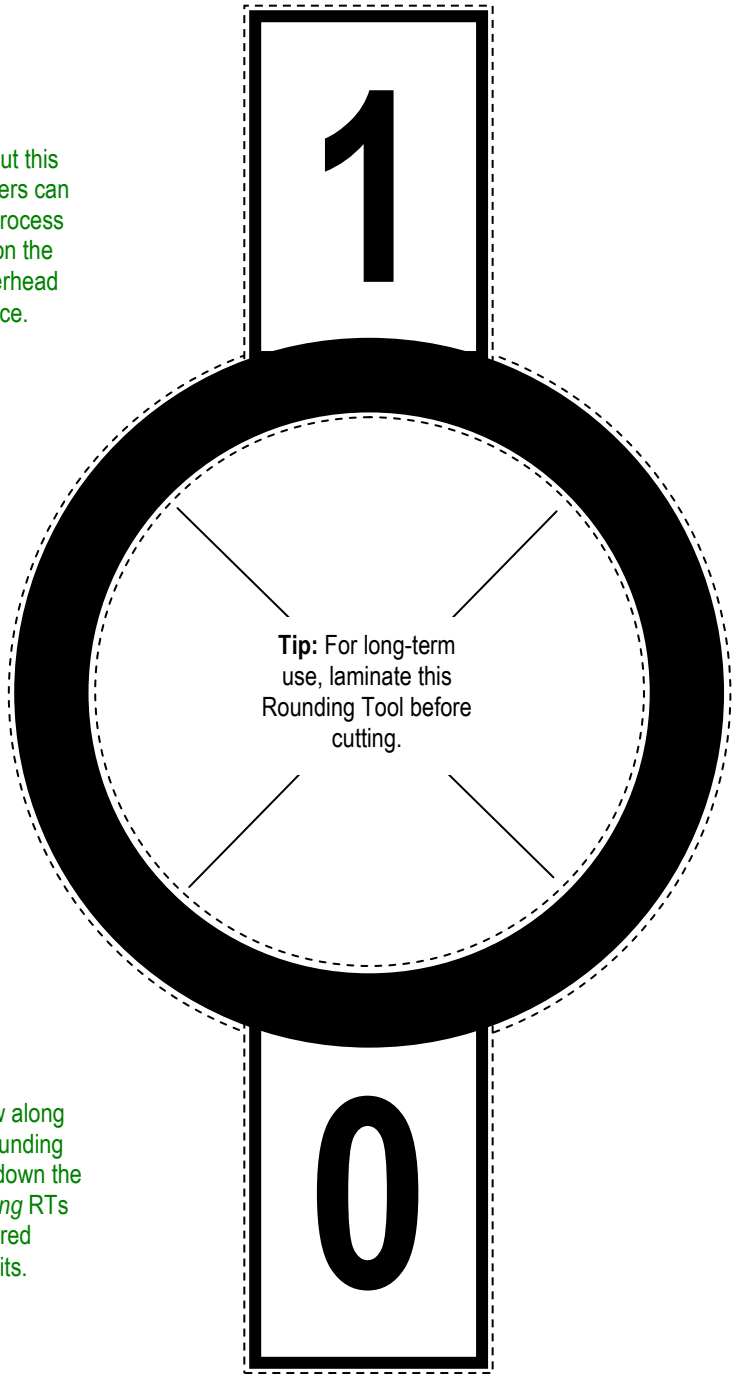
- \* Place RT over the 2.
- \* Draw arrow from 3 to [0].
- \* Add 2 + [0]. Write 2 below.
- \* Rewrite leading 1.
- \* Zero Zoom trailing 345.
- \* Circle significant digits.

### Round to the nearest *tenth*



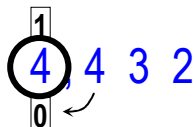
- \* Place RT over the 4.
- \* Draw arrow from 5 to [1].
- \* Add 4 + [1]. Write 5 below.
- \* Rewrite leading 1 2 3.
- \* Zero Zoom trailing 5.
- \* Circle significant digits.

Students can follow along and solve future rounding problems by writing down the numbers and *drawing* RTs around the desired place-value digits.



 **Your Turn!** 

Draw a Rounding Tool around the indicated place value.  
Apply the Poem: *Five Flies, Four Falls, Zero Zooms!*



Round to the nearest *thousand*

1 5, 6 8 2

Remember to carry 1 to the  
Ten-Thousands place.  
1 9, 9 9 9

Round to the nearest *hundred*

5 3 7

1, 6 6 3

9, 9 9 9

Round to the nearest *one*

4 5. 6 7

2 6. 4 3

9 9. 9 9

Round to the nearest *hundredths*

4. 5 6 7

2. 6 4 3

9. 9 9 9

Answers: 4000; 16,000; 20,000 500; 1700; 10,000 46; 26; 100 4.57; 2.64; 10