



# Checking and Estimating

## 1.0 Rounding Boardgame

Materials you need...

- 1-100 Board
- 0-9 die
- Counters

Take it in turns to roll the die and move forward this many spaces. Then look to round up or down to the nearest 10.

First to reach 100 wins.

## 2.0 Flip it

Materials you need...

- 0-9 cards x4

You can tailor this game to be how big you would like the numbers to be.

Each pick the number of cards to match how many digits you would like your number to have and turn them over in order to give you your number.

Round to the nearest... 10, 100, 1000...

Biggest number wins.



### **3.0 Rounding Race**

Materials you need...

- Counters
- Rounding cards
- Caterpillar track (one per player)

Print and cut out the rounding cards (up to relevant level).

Take it in turns to pick a rounding card. Round as requested on the card. If you have rounded up move forward one space. If you have rounded down stay still.

First to end wins.

### **4.0 Whose closest?**

Create some calculations that the children can use rounding to help find an estimate. Who can get the closest to the answer by estimating?



<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>
<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>
<b>21</b>	<b>22</b>	<b>23</b>	<b>24</b>	<b>25</b>	<b>26</b>	<b>27</b>	<b>28</b>	<b>29</b>	<b>30</b>
<b>31</b>	<b>32</b>	<b>33</b>	<b>34</b>	<b>35</b>	<b>36</b>	<b>37</b>	<b>38</b>	<b>39</b>	<b>40</b>
<b>41</b>	<b>42</b>	<b>43</b>	<b>44</b>	<b>45</b>	<b>46</b>	<b>47</b>	<b>48</b>	<b>49</b>	<b>50</b>
<b>51</b>	<b>52</b>	<b>53</b>	<b>54</b>	<b>55</b>	<b>56</b>	<b>57</b>	<b>58</b>	<b>59</b>	<b>60</b>
<b>61</b>	<b>62</b>	<b>63</b>	<b>64</b>	<b>65</b>	<b>66</b>	<b>67</b>	<b>68</b>	<b>69</b>	<b>70</b>
<b>71</b>	<b>72</b>	<b>73</b>	<b>74</b>	<b>75</b>	<b>76</b>	<b>77</b>	<b>78</b>	<b>79</b>	<b>80</b>
<b>81</b>	<b>82</b>	<b>83</b>	<b>84</b>	<b>85</b>	<b>86</b>	<b>87</b>	<b>88</b>	<b>89</b>	<b>90</b>
<b>91</b>	<b>92</b>	<b>93</b>	<b>94</b>	<b>95</b>	<b>96</b>	<b>97</b>	<b>98</b>	<b>99</b>	<b>100</b>



<b>1</b>	<b>2</b>	<b>3</b>
<b>4</b>	<b>5</b>	<b>6</b>
<b>7</b>	<b>8</b>	<b>9</b>
<b>0</b>		



<b>19</b> <b>Nearest 10</b>	<b>84</b> <b>Nearest 10</b>	<b>65</b> <b>Nearest 10</b>
<b>215</b> <b>Nearest 10</b>	<b>597</b> <b>Nearest 10</b>	<b>431</b> <b>Nearest 10</b>
<b>72</b> <b>Nearest 10</b>	<b>343</b> <b>Nearest 10</b>	<b>997</b> <b>Nearest 10</b>
<b>9604</b> <b>Nearest 10</b>	<b>5456</b> <b>Nearest 10</b>	<b>4599</b> <b>Nearest 10</b>



<b>71</b> <b>Nearest 100</b>	<b>432</b> <b>Nearest 100</b>	<b>567</b> <b>Nearest 100</b>
<b>228</b> <b>Nearest 100</b>	<b>561</b> <b>Nearest 100</b>	<b>789</b> <b>Nearest 100</b>
<b>7278</b> <b>Nearest 100</b>	<b>3413</b> <b>Nearest 100</b>	<b>1428</b> <b>Nearest 100</b>
<b>9607</b> <b>Nearest 100</b>	<b>4549</b> <b>Nearest 100</b>	<b>8051</b> <b>Nearest 100</b>



<b>6428</b> <b>Nearest 1000</b>	<b>5623</b> <b>Nearest 1000</b>	<b>4269</b> <b>Nearest 1000</b>
<b>9604</b> <b>Nearest 1000</b>	<b>495</b> <b>Nearest 1000</b>	<b>5124</b> <b>Nearest 1000</b>
<b>7512</b> <b>Nearest 1000</b>	<b>1912</b> <b>Nearest 1000</b>	<b>2310</b> <b>Nearest 1000</b>
<b>3390</b> <b>Nearest 1000</b>	<b>8812</b> <b>Nearest 1000</b>	<b>3254</b> <b>Nearest 1000</b>



<b>1.2</b> <b>Nearest 1</b>	<b>8.8</b> <b>Nearest 1</b>	<b>6.3</b> <b>Nearest 1</b>
<b>2.9</b> <b>Nearest 1</b>	<b>5.7</b> <b>Nearest 1</b>	<b>4.4</b> <b>Nearest 1</b>
<b>7.42</b> <b>Nearest 1</b>	<b>3.13</b> <b>Nearest 1</b>	<b>8.97</b> <b>Nearest 1</b>
<b>9.55</b> <b>Nearest 1</b>	<b>5.62</b> <b>Nearest 1</b>	<b>4.59</b> <b>Nearest 1</b>





## Caterpillar track

1

2

3

4

5

6

7

8

9

10