



Roll and Round

What you need: Two to five dice (depending on how big you want your numbers to be). For example, if you want to round two-digit numbers, you need two dice. You will need three dice to round three-digit numbers, etc. It will also help to have scratch paper to keep score.

How to play:

1. The first person rolls their dice and builds a number. For example, if you roll a two and a three, you could build the number 23 or 32.
2. The second person rolls their dice and builds a number.
3. Each person rounds* their number to a certain place value*. For example, if you're rolling two dice, you can round to the nearest ten. If you're rolling four dice, you can round to the nearest hundred or the nearest ten.
4. The person with the highest rounded number wins! (Tip: Ask your child to decide who has the highest rounded number)

Change it up!

- You can decide that the person with the lowest rounded number wins.
- Build and round decimals instead of whole numbers. For example, a roll of a three and five could create the decimal 0.35. Then, round to the nearest tenth.
- Give your child some dice and tell them how to build numbers and round them. Change that every few minutes by asking them to round to different place values.

*Key Terms:

Round (a value) - A method of approximating a number to a specific place value. The result of rounding is an estimate.

Number	Rounding Place	Rounded Number
6,574.6	ones	6,575
	tens	6,570
	hundreds	6,600
	thousands	7,000

Place value - The place value of a digit is the value of the digit based on its position in the number. In the base-ten numeration system, the digit 2 in 526 is in the tens place and has a value of 20.