Answers for yesterday's Maths:

1. a. 50   b. 70   c. 230
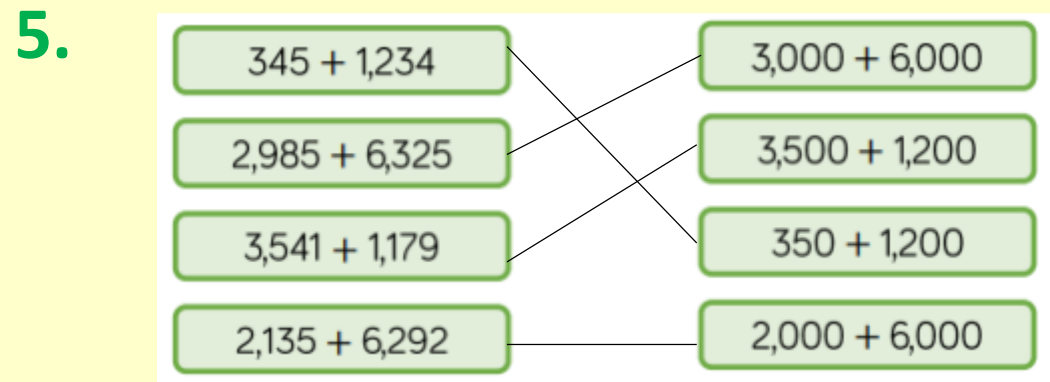
2. 338, 288, 313

3. 4, 362 − 4, 360   4, 400   4,000

   7, 585 − 7,590   7, 600   8,000

4. Any number that sits between 650 and 749.

5.

345 + 1,234	3,000 + 6,000
2,985 + 6,325	3,500 + 1,200
3,541 + 1,179	350 + 1,200
2,135 + 6,292	2,000 + 6,000

6. 23 and 43

Challenge:

$$35 + 44 = 79$$
$$36 + 43 = 79$$
$$37 + 42 = 79$$
$$38 + 41 = 79$$
$$39 + 40 = 79$$

Key Vocabulary
thousands
hundreds
tens
ones
zero
place value
greater than
less than
order
round
rounded to
negative number
partition
digit
Roman numeral

I can round numbers to the nearest 10, 100 or 1000.

https://www.bbc.co.uk/teach/supermovers/ks2-maths-rounding-numbers-with-laura-bubble/zhmrhbk

Rounding

Look at the place value column to the right of the value you are rounding to. If this digit is a 4 or less, round down. If the digit is a 5 or more, round up.

Rounding to nearest 10

20	21	22	23	24	25	26	27	28	29	30

←————round down————————————round up————→

Rounding to the nearest 100

200	249	250	300

←————round down————————————round up————→

Rounding to the nearest 1000

2000	2499	2500	3000

←————round down————————————round up————→

Reasoned Rounding Game

Reasoned Rounding is a rounding game for 2 players.
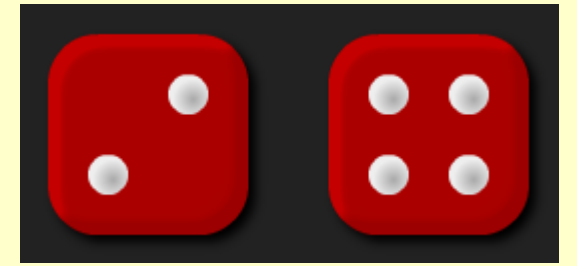
You will need a recording sheet shared between the 2 players.
One sheet is enough for three games. (Recording sheet pdf version.)

The first player rolls a 0-9 die twice and chooses which two-digit number they would like to make from the numbers rolled.
https://nrich.maths.org/6717
They then have to round this to the nearest value of 10, find the matching circle on the recording sheet and write their two digit number in one of the spaces in that circle.

Player two rolls the die twice to take their turn in a similar way.

A circle is complete when it has two numbers in it and this scores a point for the person who wrote the **second number** in. (Even if the first number was written in by the other player.)

The game is over when all the circles are full and then the points are counted up to find the winner.

Challenge:

Reasoned Rounding to the nearest hundred [recording sheet]({recording sheet}) ([PDF]({PDF}) version)
This time the players roll the die 3 times each per turn and can be encouraged to record the different 3-digit numbers possible before making strategic decisions as to where they could best place their chosen number.

What other variations can you come up with?
What if you were to use different dice?
What recording sheets would be needed now?