



Math MileMarkers®
Math-Infused Stories

ON MY WAY TO GRANDMA'S HOUSE

A Math-Infused Story about the Number Line
and the Concept of Rounding



Math MileMarkers: On My Way to Grandma's House

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Rounding Place Values

Circle today's assignment below

Where would Lily go?



Nearest Ten

Nearest Hundred

Nearest Thousand

Nearest Ten Thousand

Nearest Tenth

Nearest Hundredth



Lily's Rounding Game



DIRECTIONS:

1. Circle the place value that you will be rounding to for Lily's walk today. Your teacher may suggest that you work on rounding to the nearest ten thousand or perhaps hundredth during today's activity or you may select your own goal. Round to the same place value for all four tries.
2. Create a two, three, four, five or six digit number or a decimal number by selecting cards from the Math MileMarkers deck. Your teacher may provide some guidance on how many digits your number should contain.
3. A decimal point card is included in the deck. It should be used as a template when creating decimal numbers. Remove this card for all other rounding activities. Write the number you create in the oval above the first number line.
4. Label the number line with two end-points; one at Lily's house and one at Grandma's house. At the center of the number line mark the mid-point that lands between your two end-points.
5. Mark the location of the number you created on your number line. Circle the end-point that you will round your number to.
6. Repeat steps 2-4 till all the number lines are full.

1	2	3	4	5
6	7	8	9	•

SAMPLE

Nearest Ten

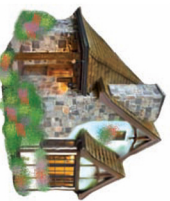
Nearest Hundred

Nearest Thousand

Nearest Ten Thousand

Nearest Tenth

Nearest Hundredth



274



270

274

275

280



0

1

2

3

4

5

6

7

8

9

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