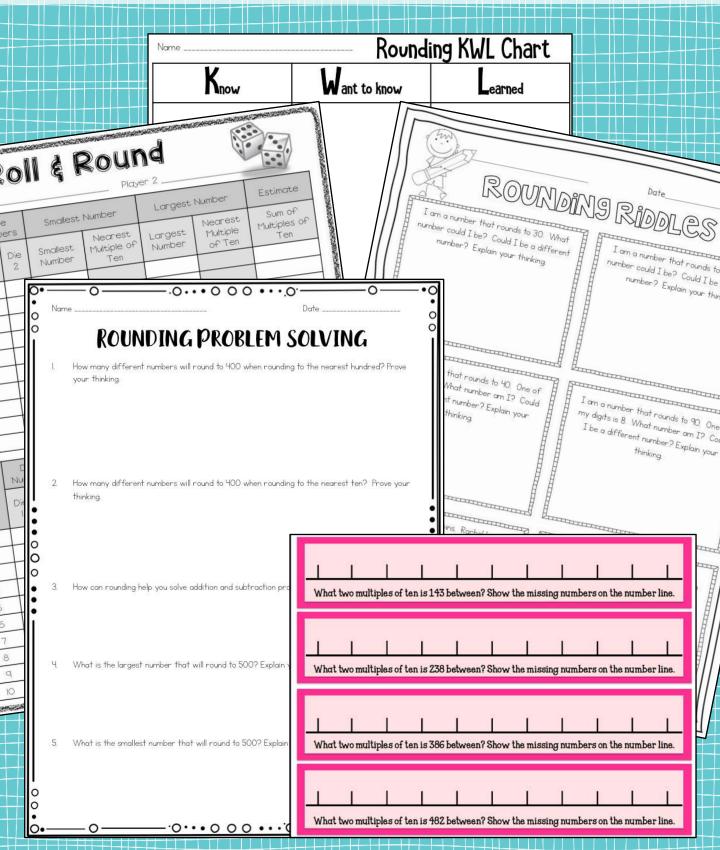
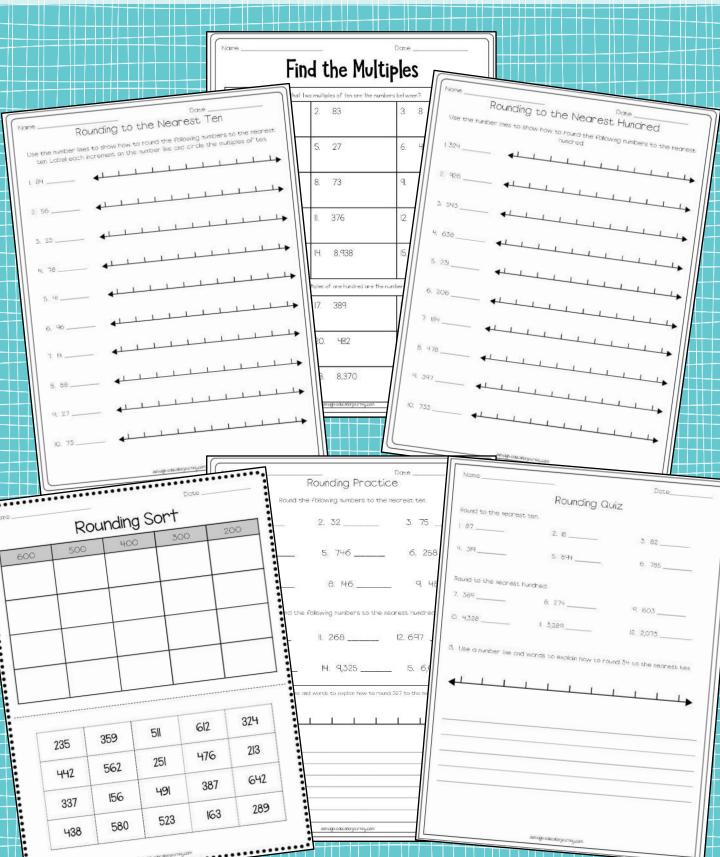
Detailed Lesson Plans

	Lesson I: Interactive Number Lines Standard: 3.NBT.I Use place value understanding to round whole numbers to the nearest	Materials: • Sidewalk Chalk • KWL Chart Materic	als
to	ndard		
	To introduce the concept of rounding students' number sense with an interact students typically love. Since Mini fit within the workshop mod chart and have students write what rounding. The KWL chart can be write students' math portfolio, as an entry in notebook, or as a simple printable. Work Time Use sidewalk chalk to create a number I though 50. Have students circle the 50. Try to keep the space between in distance apart. Randomly giv them determine which multip to the number line to begin working wi students are ready, extend the number keep students engaged, have student number lines, so that everyone is able	ctive number line activity that lesson, it will only loosely tribute a rounding KWL they know and want to know about ten on notebook paper, part of n students interactive math er line. I typically begin with numbers multiples of ten: 10, 20, 30, 40, and ntervals of each number the same number and have est to. Gradually add th larger numbers. If you feel that er line to three digit numbers. To ts work in groups to create multiple	
nt	Closing Lead the class in a discussion on how rounding. Explain that when y ten or even hundred or thou their KWL booklet. Theoryoption ervention s primarily work wan are onginal 1–50 number line.	Extension • Have students create a number line of 0–1,000 with writing multiples of 100.	on
	Ssential Iestions Iestions	 http://www.ab g_numbers.htm 	

9 Conceptual Lessons



Practice Sheets



Game

0...

Four in a Row

Materials

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- 3 dice for each pair of students
- I game board for each pair of students (laminate for durability)
- 2-sided counter or colored marker for each pair of students

- DirectionsThe goal of the game is row (horizontal, vertical,
- Player I rolls the dice and number. S/he should rour nearest ten and place a
- If Player 2's marker is a Player I will not be able t game board.
- Player 2 repeats the san
- The game will continue u markers in a row.

••0

Round to the Nearest Ten					
100	IIO	120	130	140	150
160	170	180	190	200	210
220	230	240	250	260	270
280	290	300	310	320	330
340	350	360	370	380	390
400	410	420	430	440	450
460	470	480	490	500	510
520	530	540	550	560	570

Round to the Nearest Ten					
100	IIO	120	130	140	150
160	170	180	190	200	210
220	230	240	250	260	270
280	290	300	310	320	330
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Pacing Guide

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ROUNDING UNIT AT A GLANCE

Lesson I	Lesson 2	Lesson 3	Lesson 4	Lesson 5
Interactive Number Lines Skill: Find the Multiples	Rounding to the Nearest Ten Skill: Rounding to the Nearest Ten	Rounding to the Nearest Hundred Skill: Rounding to the Nearest Hundred	Four in a Row Skill Rounding Sort	Rounding Problem Solving
Lesson 6	Lesson 7	Lesson 8		
Rounding Riddles Skill: Rounding Review	Roll and Round Skill: Rounding Practice	Rounding Scavenger Hunt Skill: Rounding Quiz		