

ROUNDING CONTAINER GAME

Level	2 (Age group 8 – 10)
Resources Required	11 empty containers/small boxes, Marker, Papers
Alternate Options for the Resources	If containers are not available, cut some paper into squares and write down the different categories
Strand Covered	Numbers and Operations
Targeted Skills	To practice rounding numbers to the nearest 10
Inspired by	Classroom - Shelley Frost
Time Required	20 minutes for the game 20 minutes for preparation
Previous Learning Required	Numbers up to 100 Learn to round off numbers to nearest 10, 100, 1000
Support Required	Medium supervision

Rules of the Game:

Goal	Place the (numbered) papers in the correct containers before the other player does
Rules	Player who completes the game fastest, wins.
Steps	<p>Note: This game is designed for at least 2 players.</p> <p>Step 1: Use a marker to label each of the 11 containers with numbers 0, 10, 20, 30, 40, 50, 60, 70, 80, 90 and 100. These are the rounding containers.</p> <p>Step 2: Take 30 papers and on each paper write any number between 1 and 99. These are the numbers that the players will round. Note: Skip the numbers written on the containers.</p> <p>Step 3: Line the containers on one side and pile up the papers beside them.</p> <p>Step 4: Each player will take turns to pick a paper from the pile and place it in the correct rounding container. For example, if a player picks up the paper with number 11, it should be placed in the container labeled 10.</p> <p>Step 5: If a player puts the paper in the wrong rounding container, he/she will be disqualified from the game. Players that remain standing till all 30 papers are placed in the containers win the game.</p>

	Note: There can be multiple winners.
Images or Illustrations	<p>Setup:</p> 
Variations of the Game	The game can be played with rounding 3 digit numbers to the nearest 10 or nearest 100 by changing the container labels and numbers on the papers.
Enrichment	Each player can take 2 number papers, multiply them and then aim for the containers.
Simplification	Use smaller numbers e.g. for students just learning how to round, only use the numbers 1-9. Then move up to 1-19, etc.