

# Around and Around

## Partner Game.

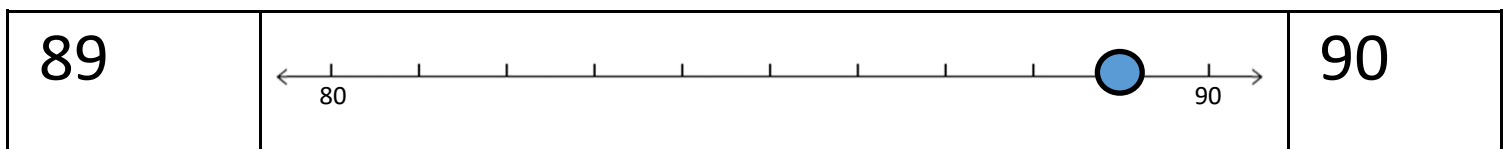
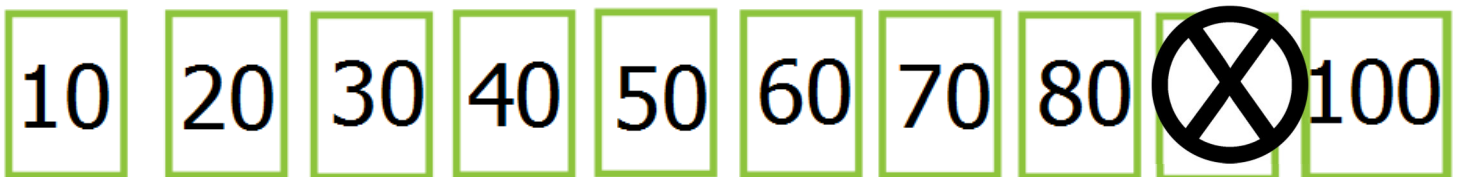
### Materials:

Digit cards 1-9  
2 recording sheets.



### Directions:

- Cards should be placed number side down. Player 1 turns over 2 cards and decides which two-digit number to create.
- Player 1 plots it on the number line.
- Player 1 rounds the number to the nearest ten and crosses the number off.
- Cards are put back into the pile and mixed up.
- Player 2 repeats the same directions.
- If a number is already crossed off, that player loses that turn. The first player to cross off all of their numbers wins.

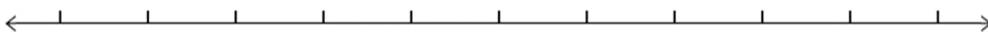


### Exit Ticket:

A. If you turned over the digits 4 and 6, what number could you make? \_\_\_\_\_

What does it round to? \_\_\_\_\_

B. You chose the digits 3 and 2. Plot it on your number line. Label the two tens it is in-between. Explain how you would round this number and why.



Name:

10 20 30 40 50 60 70 80 90 100

Number	Plot it	Rounded
	