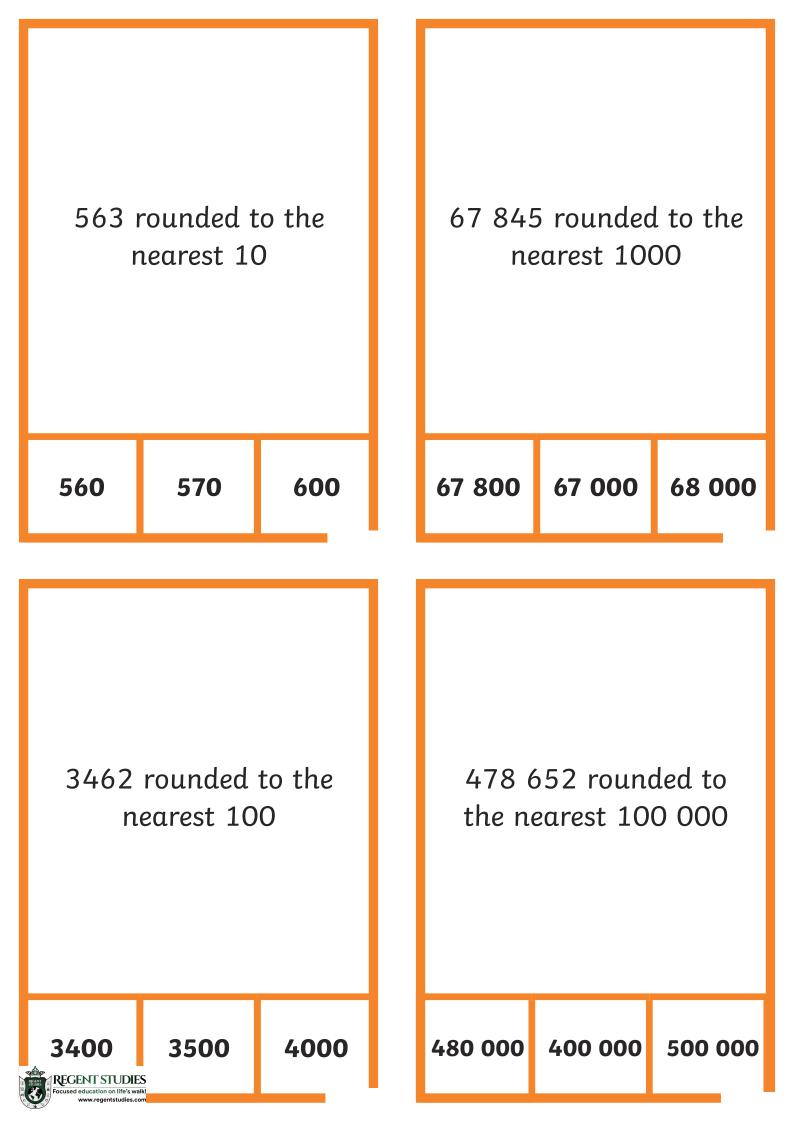# Beanbag Shot Put Activity Guide
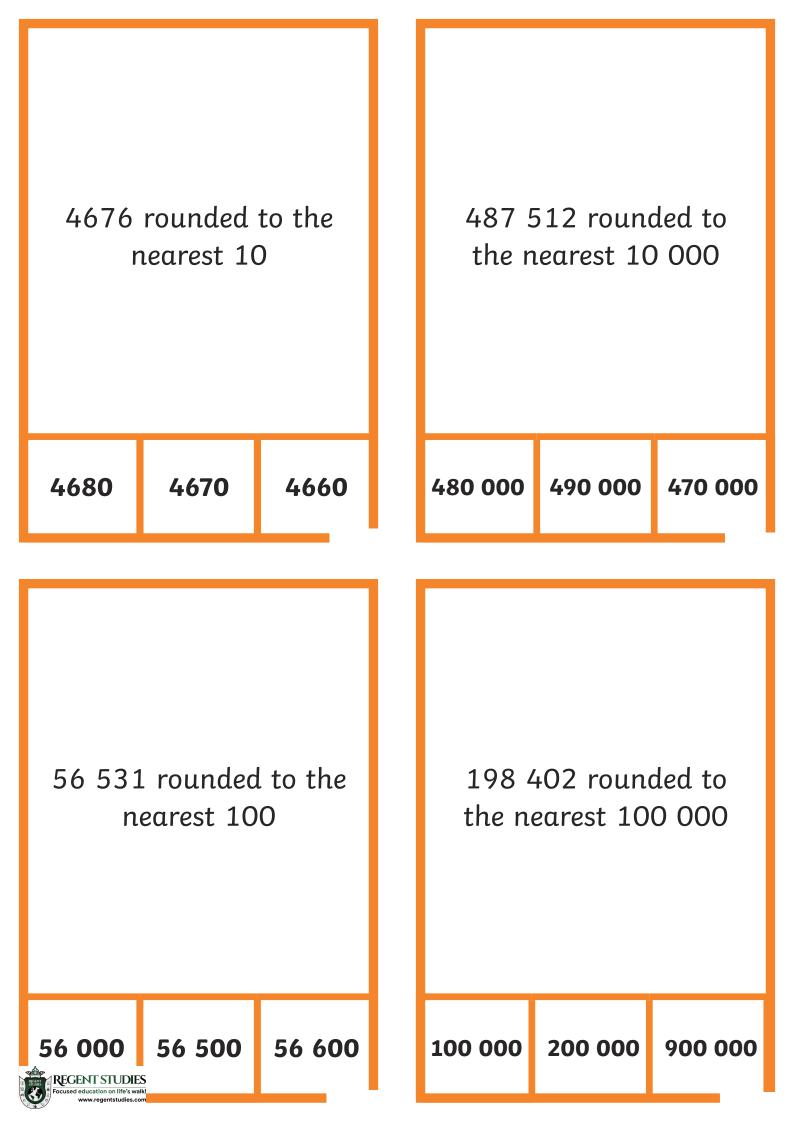
I can round decimal numbers to different values.

Follow this guide to compete in the beanbag shot put event. Each member of your group should have a turn. Make sure only 1 member of the group has a turn at once - all other group members should stand back so they don't accidentally get hit.
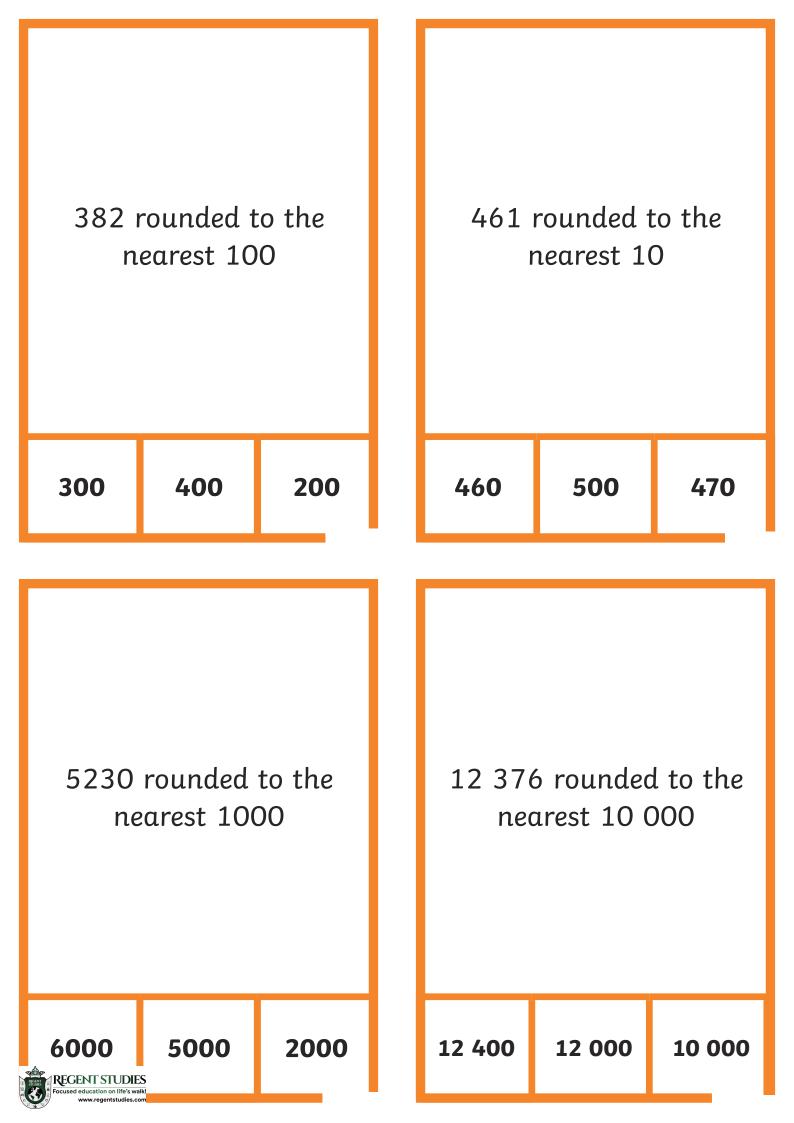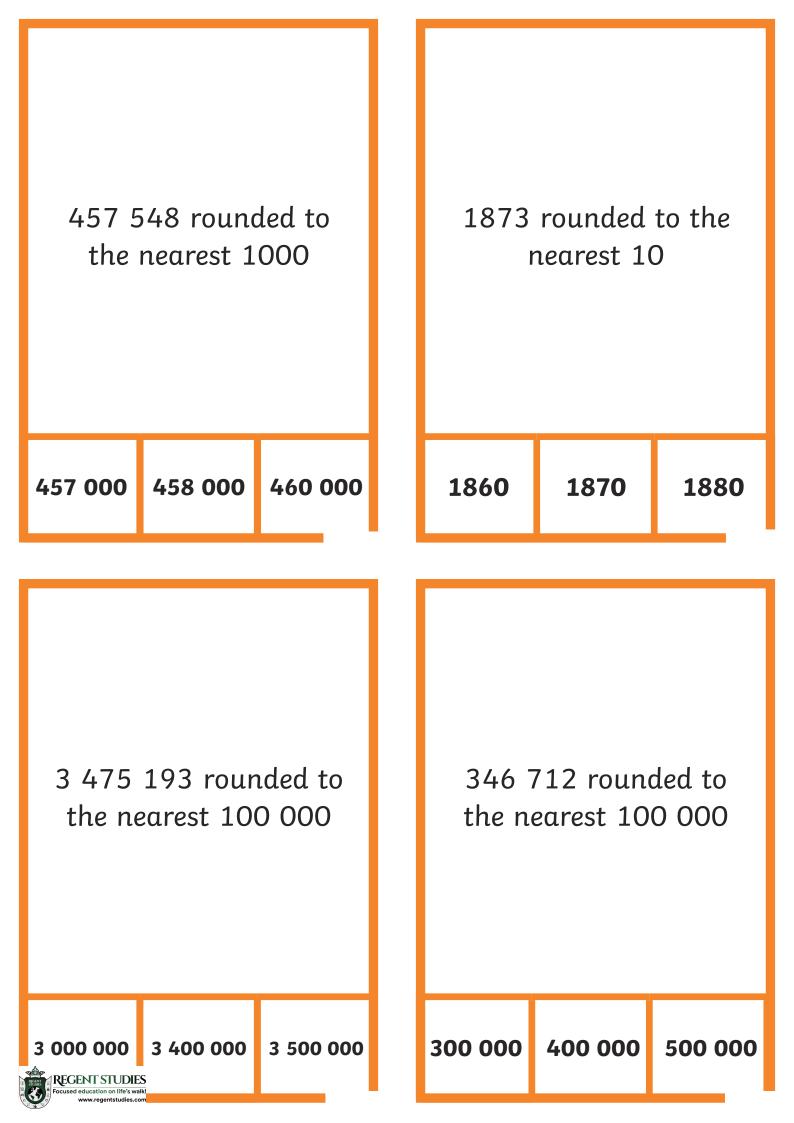
When it is your turn:

• Stand with your feet on a line, sideways to the direction in which you are aiming.

• Hold the beanbag in your dominant hand.

• Place your hand on your shoulder, so that the beanbag is close to or touching your neck.

• Your elbow should be facing upwards.

• Lean back on your back leg.

• When you are ready, push your weight forward and release the beanbag.

• You should aim to push the beanbag forward rather than throw it.

• Another member of your group should measure the distance (to two decimal places) from the line to your beanbag in metres. For example, your score might be 2.19m.

• You can have 3 goes and record your best score.
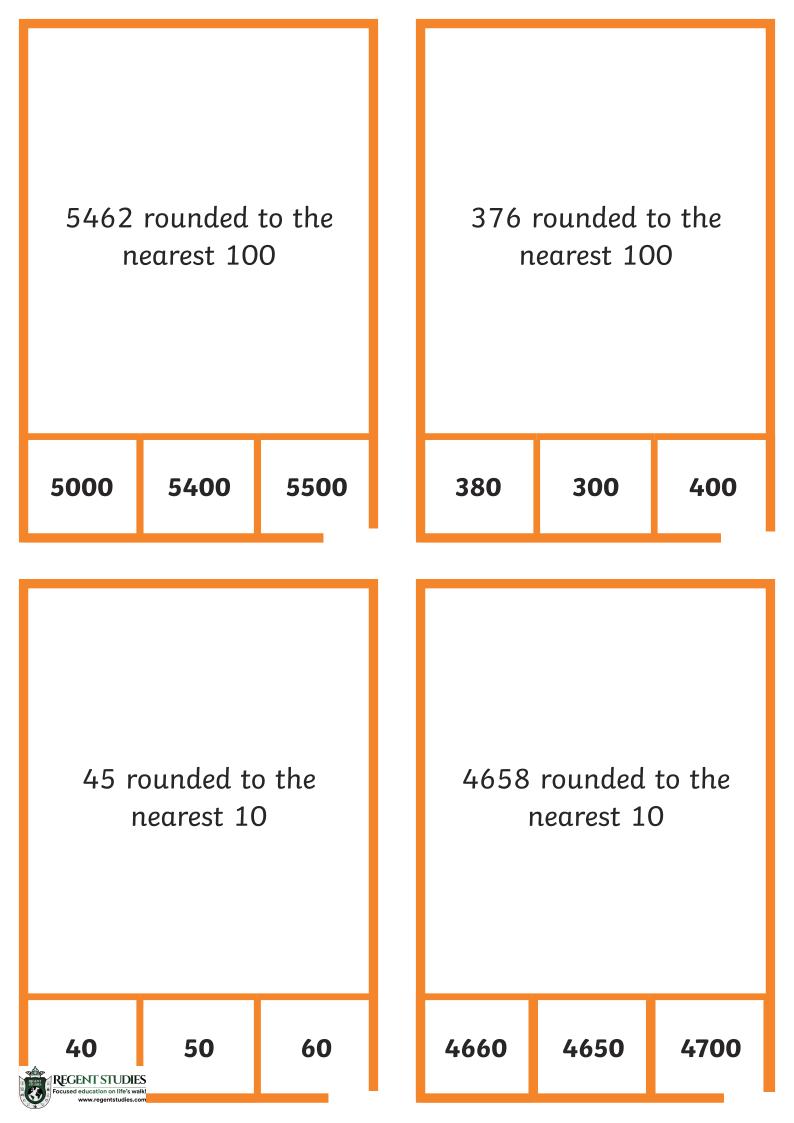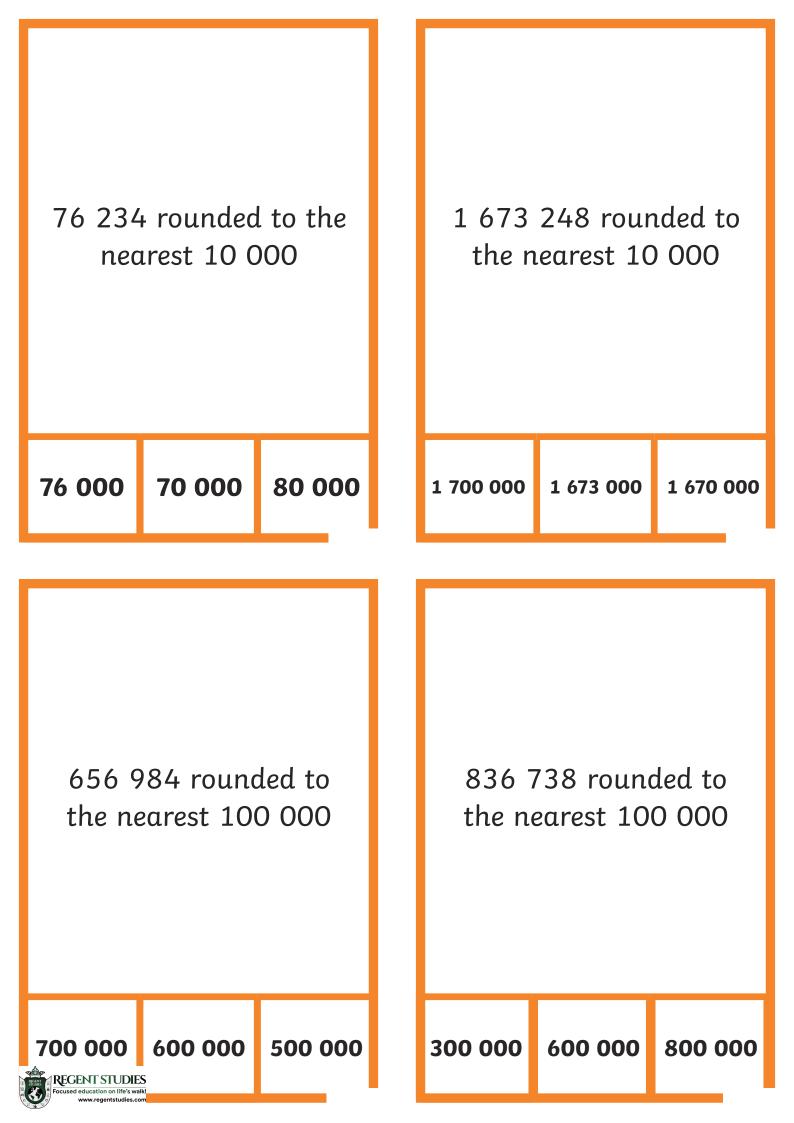
563 rounded to the nearest 10

| 560 | 570 | 600 |

67 845 rounded to the nearest 1000

| 67 800 | 67 000 | 68 000 |

3462 rounded to the nearest 100

| 3400 | 3500 | 4000 |

478 652 rounded to the nearest 100 000

| 480 000 | 400 000 | 500 000 |

4676 rounded to the nearest 10

| 4680 | 4670 | 4660 |

487 512 rounded to the nearest 10 000

| 480 000 | 490 000 | 470 000 |

56 531 rounded to the nearest 100

| 56 000 | 56 500 | 56 600 |

198 402 rounded to the nearest 100 000

| 100 000 | 200 000 | 900 000 |

382 rounded to the nearest 100

| 300 | 400 | 200 |

461 rounded to the nearest 10

| 460 | 500 | 470 |

5230 rounded to the nearest 1000

| 6000 | 5000 | 2000 |

12 376 rounded to the nearest 10 000

| 12 400 | 12 000 | 10 000 |

457 548 rounded to the nearest 1000

| 457 000 | 458 000 | 460 000 |

1873 rounded to the nearest 10

| 1860 | 1870 | 1880 |

3 475 193 rounded to the nearest 100 000

| 3 000 000 | 3 400 000 | 3 500 000 |

346 712 rounded to the nearest 100 000

| 300 000 | 400 000 | 500 000 |

5462 rounded to the nearest 100

| 5000 | 5400 | 5500 |

376 rounded to the nearest 100

| 380 | 300 | 400 |

45 rounded to the nearest 10

| 40 | 50 | 60 |

4658 rounded to the nearest 10

| 4660 | 4650 | 4700 |

76 234 rounded to the nearest 10 000

| 76 000 | 70 000 | 80 000 |

1 673 248 rounded to the nearest 10 000

| 1 700 000 | 1 673 000 | 1 670 000 |

656 984 rounded to the nearest 100 000

| 700 000 | 600 000 | 500 000 |

836 738 rounded to the nearest 100 000

| 300 000 | 600 000 | 800 000 |

54 128 rounded to the nearest 100

| 54 100 | 54 200 | 54 000 |

74 368 rounded to the nearest 10

| 74 360 | 74 370 | 74 380 |

746 rounded to the nearest 10

| 740 | 750 | 700 |

235 rounded to the nearest 100

| 200 | 300 | 240 |

Peg Rounding Cards **Answers**

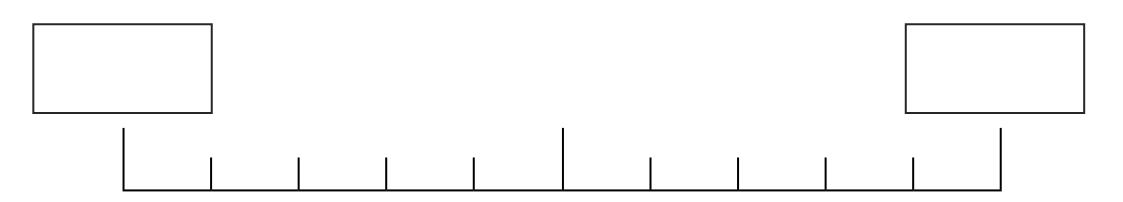|			
563 rounded to the nearest 10	**560**	570	600
67 845 rounded to the nearest 1000	67 800	67 000	**68 000**
3462 rounded to the nearest 100	3400	**3500**	4000
478 652 rounded to the nearest 100 000	480 000	400 000	**500 000**
4676 rounded to the nearest 10	**4680**	4670	4660
487 512 rounded to the nearest 10 000	480 000	**490 000**	470 000
56 531 rounded to the nearest 100	56 000	**56 500**	56 600
198 402 rounded to the nearest 100 000	100 000	**200 000**	900 000
382 rounded to the nearest 100	300	**400**	200
461 rounded to the nearest 10	**460**	500	470
5230 rounded to the nearest 1000	6000	**5000**	2000
12 376 rounded to the nearest 10 000	12 400	12 000	**10 000**
457 548 rounded to the nearest 1000	457 000	**458 000**	460 000
1873 rounded to the nearest 10	1860	**1870**	1880
3 475 193 rounded to the nearest 100 000	3 000 000	3 400 000	**3 500 000**
346 712 rounded to the nearest 100 000	**300 000**	400 000	500 000
5462 rounded to the nearest 100	5000	5400	**5500**

376 rounded to the nearest 100	380	300	**400**
45 rounded to the nearest 10	40	**50**	450
4658 rounded to the nearest 10	**4660**	4650	4700
76 234 rounded to the nearest 10 000	76 000	70 000	**80 000**
1 673 248 rounded to the nearest 10 000	1 700 000	1 673 000	**1 670 000**
656 984 rounded to the nearest 100 000	**700 000**	600 000	500 000
836 738 rounded to the nearest 100 000	300 000	600 000	**800 000**
54 128 rounded to the nearest 100	**54 100**	54 200	54 000
74 368 rounded to the nearest 10	74 360	**74 370**	74 380
746 rounded to the nearest 10	740	**750**	700
235 rounded to the nearest 100	**200**	300	240

Rounding Number Line

I can round decimal numbers to different values.

Score Card

I can round decimal numbers to different values.

Beanbag Shot Put

Record your group's scores below. Once every member of your group has had a turn, round their scores to the values given.

Child	Score	Round to the nearest 1 or whole number

Tiddlywinks

Record your group's scores below. Once every member of your group has had a turn, round their scores to the values given.

Child	Score	Round to the nearest 1 or whole number

Standing Long Jump

Record your group's scores below. Once every member of your group has had a turn, round their scores to the values given.

Child	Score	Round to the nearest 1 or whole number

Score Card

I can round decimal numbers to different values.

Beanbag Shot Put

Record your group's scores below. Once every member of your group has had a turn, round their scores to the values given.

Child	Score	Round to the nearest:	
		1 or whole number	0.1 or tenth

Tiddlywinks

Record your group's scores below. Once every member of your group has had a turn, round their scores to the values given.

Child	Score	Round to the nearest 1 or whole number

Standing Long Jump

Record your group's scores below. Once every member of your group has had a turn, round their scores to the values given.

Child	Score	Round to the nearest:	
		1 or whole number	0.1 or tenth

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Score Card

I can round decimal numbers to different values.

Beanbag Shot Put

Record your group's scores below. Once every member of your group has had a turn, round their scores to the values given.

Child	Score (Raw)	Round to the nearest:	
		1 or whole number	0.1 or tenth

Tiddlywinks

Record your group's scores below. Once every member of your group has had a turn, round their scores to the values given.

Child	Score (Raw)	Round to the nearest 1 or whole number

Standing Long Jump

Record your group's scores below. Once every member of your group has had a turn, round their scores to the values given.

Child	Score (Raw)	Round to the nearest:	
		1 or whole number	0.1 or tenth

Think about this:

Are the highest raw scores in each event always the highest scores when the numbers are rounded? Does it depend on the value to which you are rounding them? Record your thoughts below.
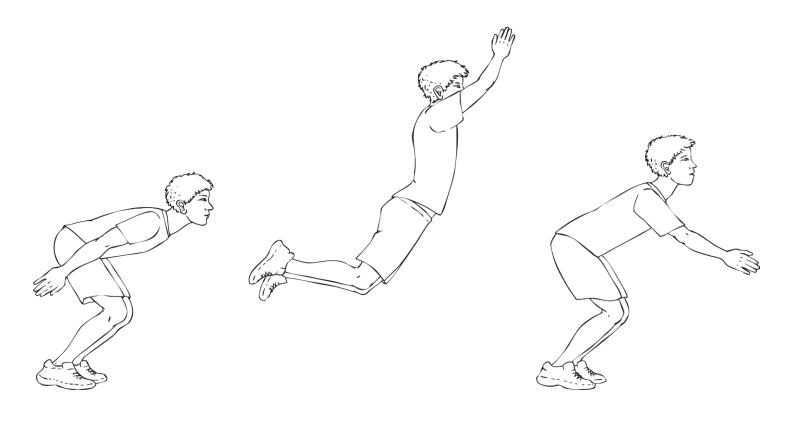
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Standing Long Jump Activity Guide

I can round decimal numbers to different values.

Follow this guide to compete in the standing long jump event. Each member of your group should have a turn. Make sure only 1 member of the group has a turn at once - all other group members should stand back so they don't get in the way.

When it is your turn:

• Stand with your feet on a line with your feet slightly apart.

• Bend your knees.

• Attempt to jump as far as possible, making sure you take off and land on 2 feet.

• You can swing your arms to help you jump further.

• Another member of your group should measure the distance (to two decimal places) from the line to the back of your heels in metres. For example, your score might be 1.35m.

• You can have 3 goes and record your best score.

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Tiddlywinks Activity Guide

I can round decimal numbers to different values.

Follow this guide to compete in the tiddlywinks event. Each member of your group should have a turn. Make sure only 1 member of the group has a turn at once.

• Make a line on your table by sticking a small piece of masking tape onto it.

• Each player should have 2 counters.

When it is your turn:
• Place 1 of your counters on one side of the piece of masking tape, with the top edge of the counter just touching the piece of tape.

• Hold your other counter between your thumb and fingers.

• Place this counter on top of the first one.

• Still holding the second counter, press it down on the edge of the first one.

• The first counter should jump forwards over the piece of masking tape.

• Measure the distance from the masking tape to your first counter in centimetres, to one decimal place. For example, your score might be 12.3cm.

• You can have 3 goes and record your best score.

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