

# Roll and Round: Nearest Hundred

1,000	2,100	3,100	4,100	5,100	6,100
1,200	2,200	3,200	4,200	5,200	6,200
1,300	2,300	3,300	4,300	5,300	6,300
1,400	2,400	3,400	4,400	5,400	6,400
1,500	2,500	3,500	4,500	5,500	6,500
1,600	2,600	3,600	4,600	5,600	6,600
1,700	2,700	3,700	4,700	5,700	6,700

**Materials:** 4 number cubes (1-6), counters (2 different colors)

**Number of Players:** 2

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1. Take turns to roll four number cubes to create a four-digit number. You may place the number cubes in any order.
2. Round the number you create to the **nearest hundred**. Explain your thinking. Place a counter on the rounded number on the board. If the rounded number is already covered you must wait until your next turn.
3. Continue taking turns. The first player to have four adjacent counters on the board in a horizontal, vertical, or diagonal line wins the game.

\_\_\_\_ rounded to the nearest  
hundred is \_\_\_\_ because .....

\_\_\_\_ rounded to the nearest  
hundred is \_\_\_\_ because .....

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