

MATHEMATICS



Rounding

BOX NOTICE

Name of the activity	Rounding
Activity duration	1 - 1,5 h
Material needed	Rounding box, sheets of A5 paper for rules, pencil, labels with examples.
Number of pupils involved (per box)	One pupil per box

Step 1: Discovering the content of the box

Pupils work with the box's content. Using a rounding coaster, they discover when we round down and when we round up.

Step 2: Practicing rounding

On the A5 papers they formulate rules for rounding.

Pupils round the numbers on the labels

- a. $8695 \approx 9000$
- b. $8695 \approx 10000$
- c. $742 \approx 700$
- d. $1493 \approx 1500$
- e. $2693 \approx 3000$
- f. $9823 \approx 10000$



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Guide pupils to use the printed storytelling element as an example.

You also can show to class a teaching video about rounding to the nearest ten

https://www.youtube.com/watch?v=blGhScXQ_P8&list=PLDDgBmPr1JVT7qpJiaxUq61hDDsm5elGI&index=2

Step 3: Story about Grace Hopper

Pupils read the story about Grace Hopper's life and work in time of the II WW.

As Grace Hopper worked as a programmer, it is good to show pupils how rounding works in computer programming.

Pupils try to find a connection between rounding and computer sciences.

- For what is it good to give rounding to computers?
- Which roundings would be wise to give to the computer and which to keep to yourself?

Step 4: Coding in Python language

In Sequence 2 pupils will know how to write code for rounding and practice it in groups.

Pupils, with the help of examples, try to understand how to write code for the computer.



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