

## Rounding Whole Numbers

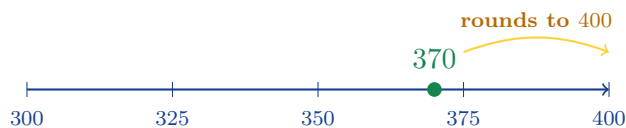
Rounding means choosing the nearest ten, hundred, or thousand. The trick is to look at one specific digit and let it decide.

### Rounding Rule

Look at the digit just to the *right* of the place you are rounding to.

If it is **5 or more**, round **up**.

If it is **4 or less**, round **down** (keep the digit the same).



### Key Concepts

1. When rounding to the nearest **ten**, the ones digit decides — it tells you whether to round up or down.
2. When rounding to the nearest **hundred**, the tens digit is the decider.
3. After rounding, every digit to the right of the rounded place becomes 0. The places to the *left* stay the same (unless rounding up causes a carry, which we will look at in the examples).
4. A number exactly halfway — like 350 when rounding to the nearest hundred — always rounds *up*. So  $350 \rightarrow 400$ .

### Worked Examples

① Round 463 to the nearest ten.

👉 The rounding place is the tens (the 6). Look one digit to the right: the ones place is 3. Since 3 is less than 5, we round *down*. That means the tens digit stays as 6 and the ones digit gets replaced by 0. So 463 rounds to 460.

💡 **Answer:** 460

② Round 738 to the nearest hundred.

👉 The rounding place is the hundreds (the 7). Look one digit to the right: the tens place is 3. Since 3 is less than 5, round *down* — the hundreds stays as 7 and both the tens and ones become 0. So 738 rounds to 700.

💡 **Answer:** 700

③ Round 2,850 to the nearest hundred.

👉 The rounding place is the hundreds (the 8). Look at the tens: it is 5. Since 5 means “5 or more,” we round *up*. The hundreds digit bumps from 8 to 9, and the tens and ones go to 0. So 2,850 rounds to 2,900.

💡 **Answer:** 2,900

 **Practice Problems**

Round each number to the place indicated.

1. Round 47 to the nearest ten \_\_\_\_\_
2. Round 83 to the nearest ten \_\_\_\_\_
3. Round 256 to the nearest ten \_\_\_\_\_
4. Round 394 to the nearest ten \_\_\_\_\_
5. Round 215 to the nearest hundred \_\_\_\_\_
6. Round 671 to the nearest hundred \_\_\_\_\_
7. Round 450 to the nearest hundred \_\_\_\_\_
8. Round 1,328 to the nearest hundred \_\_\_\_\_
9. Round 549 to the nearest ten \_\_\_\_\_
10. Round 3,762 to the nearest hundred \_\_\_\_\_
11. Round 995 to the nearest ten \_\_\_\_\_
12. Round 2,050 to the nearest hundred \_\_\_\_\_

**Study Tips**

-  **Underline** the place you are rounding to. Then **circle** the digit just to its right — that is the digit you check.
-  Picture a number line in your head. The number is sitting somewhere between two “nice” numbers. Round to whichever is closer.
-  Remember the rhyme: “**5 or more — let it soar; 4 or less — let it rest.**” Soar means round up; rest means stay the same.



 **Word Problems**

1. A library has 678 books. About how many books is that, rounded to the nearest hundred?  
Answer: \_\_\_\_\_
2. Marcus scored 243 points in a video game. What is his score rounded to the nearest ten?  
Answer: \_\_\_\_\_

**Answer Key — with Friendly Explanations****Practice Problems**

1. Tens place is 4; ones is 7, which is  $\geq 5$ , so round up. Tens become 5, ones become 0.  
 **Answer:** 50
2. Tens place is 8; ones is 3, less than 5, so round down. Tens stays 8, ones becomes 0.  
 **Answer:** 80
3. Tens place is 5; ones is 6, which is  $\geq 5$ , so round up. Tens become 6, ones becomes 0. The hundreds stay 2.  
 **Answer:** 260
4. Tens place is 9; ones is 4, less than 5, so round down. Tens stays 9, ones becomes 0.  
 **Answer:** 390
5. Hundreds place is 2; tens is 1, less than 5, so round down. Hundreds stays 2, the rest become 0.  
 **Answer:** 200
6. Hundreds place is 6; tens is 7, which is  $\geq 5$ , so round up. Hundreds become 7, the rest become 0.  
 **Answer:** 700
7. Hundreds place is 4; tens is 5, exactly halfway — always rounds up. Hundreds become 5, rest become 0.  
 **Answer:** 500
8. Hundreds place is 3; tens is 2, less than 5, so round down. Hundreds stays 3, rest become 0. The thousands (1) stays.  
 **Answer:** 1,300
9. Tens place is 4; ones is 9, which is  $\geq 5$ , so round up. Tens become 5, ones becomes 0.  
 **Answer:** 550
10. Hundreds place is 7; tens is 6, which is  $\geq 5$ , so round up. Hundreds become 8, rest become 0.  
 **Answer:** 3,800
11. Tens place is 9; ones is 5, exactly halfway — round up. Tens want to become 10, which carries: 99 tens becomes 100 tens, so  $995 \rightarrow 1,000$ .  
 **Answer:** 1,000
12. Hundreds place is 0; tens is 5, exactly halfway — round up. Hundreds become 1, rest become 0.  
 **Answer:** 2,100

**Word Problems**

1. Rounding 678 to the nearest hundred: tens digit is  $7 \geq 5$ , so round up. About 700 books.  
 **Answer:** 700
2. Rounding 243 to the nearest ten: ones digit is  $3 < 5$ , so round down. About 240 points.  
 **Answer:** 240

# Want a Complete Grade 3 Math Program?

Check Out Our Grade 3 Math Grade 3 Math Bundle!



## Grade 3 Math Grade 3 Math Bundle

Practice tests, complete answer keys, and step-by-step explanations  
Everything a third grader needs to feel ready!

Tests +  
Answer Keys  
One Bundle

Find it online:

<https://www.effortlessmath.com/blog/>

**Important:** This bundle combines the practice and the explanations into one easy-to-print package designed for Grade 3 students. **Made for parents, teachers, and tutors who want everything in one place.**

### Full Practice Tests

- ✓ Complete Common Core-style practice tests
- ✓ Mirrors the real exam format and difficulty
- ✓ Builds test-taking confidence
- ✓ Aligned with state Grade 3 math standards

**Start with a full-length practice test!**

### Step-by-Step Answer Keys

- ✓ Every question worked out, not just an answer
- ✓ Friendly, third-grade-ready explanations
- ✓ Catches and explains common misconceptions
- ✓ Parents can help even without a math background

**Learn from every mistake!**

### Single-Skill Worksheets

- ✓ Targets one Grade 3 math skill per page
- ✓ Covers place value, multiplication, fractions, measurement, geometry
- ✓ Includes a Quick Review + Practice + Word Problems
- ✓ Built-in friendly Answer Key for self-checking

**Master one skill at a time!**