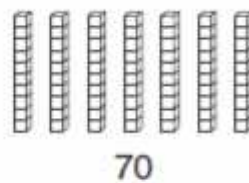
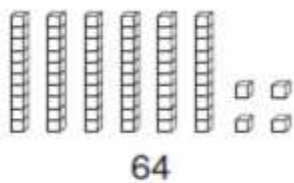
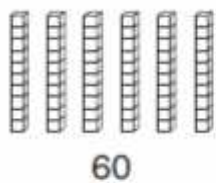


Use this example to help round to the nearest ten.



Draw base-10 blocks to help you round numbers.

1. Round 51 to the **nearest ten**.

List the 3 numbers you will draw models for: \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_

51 is closer to \_\_\_\_\_. So, 51 rounded to the nearest ten is \_\_\_\_\_.

2. Round 68 to the **nearest ten**.

List the 3 numbers you will draw models for: \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_

68 is closer to \_\_\_\_\_. So, 68 rounded to the nearest ten is \_\_\_\_\_.

3. Round 307 to the **nearest ten**.

List the 3 numbers you will draw models for: \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_

307 is closer to \_\_\_\_\_. So, 307 rounded to the nearest ten is \_\_\_\_\_.

4. Round 451 to the **nearest ten**.

List the 3 numbers you will draw models for: \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_

451 is closer to \_\_\_\_\_. So, 451 rounded to the nearest ten is \_\_\_\_\_.