

## Roundin' Up the Chariots

**Introduction:** Students in the third grade need to be able to round two-digit numbers to the nearest 10 and three digit numbers to the nearest 100. This activity gives students a chance to work cooperatively to be successful at rounding numbers.

**Grade Level and Subject:** 3rd Grade Math and P.E.

**TEKS:** Math – 5A (\*STAAR Supporting Standard)  
P.E. – 1A, 1B, 1C, 3A, 3B, 7A, 7B, 7C

**Materials:** Chalk

**Resource:** *201 Games for the Elementary Physical Education Program* by Jerry D. Poppen. ISBN: 0-13-042061-1

**Activity:** Before beginning this activity, the teacher should mark two long lines, about 40 feet apart, on the playground or on the floor of the gym. One of these lines will be the starting line, and the other will be the goal line.

The students should be divided into teams of three. The teams will begin the activity by lining up behind the starting line. Each group will form a “chariot” by having two of the group members join hands and stand on the starting line, representing the “chariot.” The third player will stand behind the first two players and hold the outside hand of each player, representing the “driver” of the chariot.

When the starting signal is given, all teams will run to the goal line as chariot and driver. Once each team has reached the goal line, the teacher will come over to them and ask them to round a number to the nearest 10 or 100. The driver of the team will answer the question. If the driver is not sure of the answer, he or she may ask the members of the team to assist him or her. Once the correct answer has been given, the team is to run back to the starting line. The teacher will then move to another team that has reached the goal line and give them a number to round to the nearest 10 or 100. At the starting line, the returning team members will switch positions, giving another member a chance to be the driver. During play, the team will continue to switch positions once they get back to the starting line. This gives everyone a chance to round the numbers the teacher calls out to them. When a team has been the first to round all numbers correctly and all team members have had a chance to be the driver, that team will be declared the winner. However, if the teacher would rather not make the activity a competition, he or she can determine when the activity will stop.

**Evaluation:** As the teacher calls out numbers to be rounded by the team members, he or she should correct any mistakes and give instruction when necessary. The teacher should also monitor game play.



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