

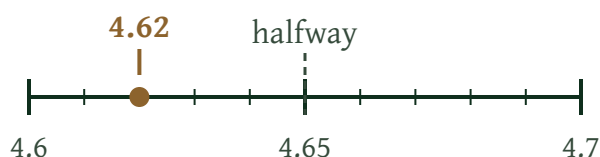


ANCHOR CHART · GRADE 5 · 5.NBT.A.4

# Rounding Decimals

*Rounding picks the nearer of two neighbors. Find the place, then read the one digit after it.*

## 1 Pick the Nearer Neighbor



**4.62 rounds to 4.6**

To the nearest tenth, 4.62 sits between 4.6 and 4.7. Halfway is 4.65. Left of it is nearer 4.6, so the rule is only a shortcut for this line.

## 2 One Digit Decides

Tenths **Decides**

3 . 4 **4** 8 9

round here ~~is less than 5~~ vote

~~✗ 3.4489 to 3.449 to 3.45 to 3.5~~

✓ 3.4489 to 3.4

Rounding again and again walks a number up one place at a time. Only the digit **next to the place you want** votes. Here that is 4 hundredths, and 4 is less than 5.

## 3 Down Means Stay

4.62 to 4.5      4.62 to 4.6

~~✗ the 6 dropped~~      ✓ the 6 held

Rounding **down** does not lower the digit. It holds the digit and clears what follows. **Up** bumps it by one. Those are the only two moves.

## 4 When 9 Rounds Up

3.4**9** | 7 to 3.50

49 hundredths and 1 more is 50 hundredths

3.4**10**      3.5

no such digit      wrong place named

A 9 has nowhere to go, so the carry moves **two** places at once. Keep the final zero: 3.50 says hundredths, 3.5 says tenths.