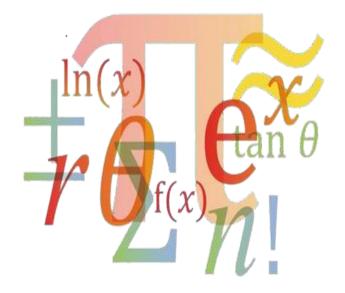


Checkpoint 3

Chapter: 8 Rounding



LO: To be able to round decimals to 2 and 3 d.p. and to the given number of s.f.

Starter:

1

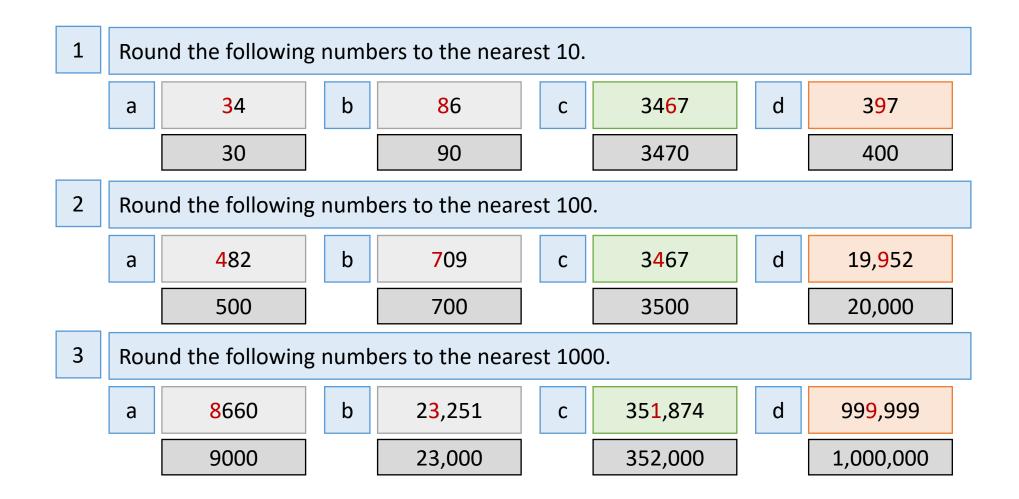
Round the following numbers to the nearest 10.

а	34	b	86	С	3467	d	397	
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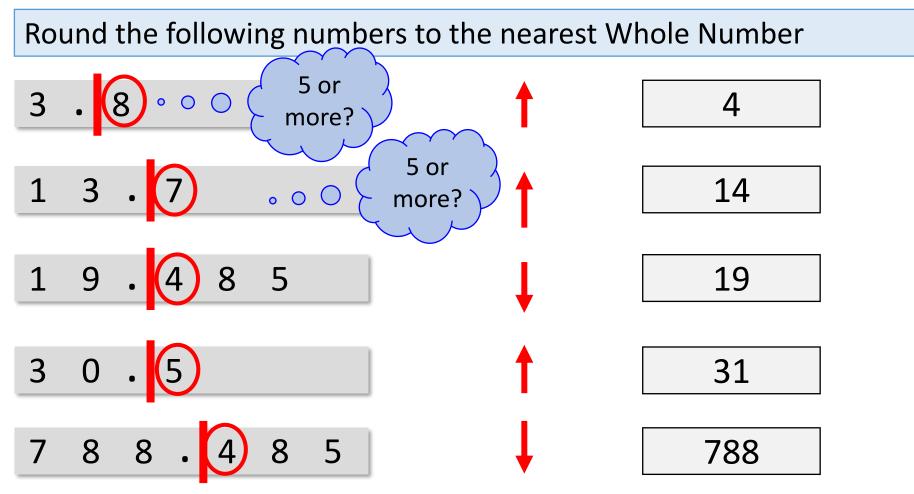
2	Round the following numbers to the nearest 100.								
	а	482	b	709	с	3467	d	19,952	

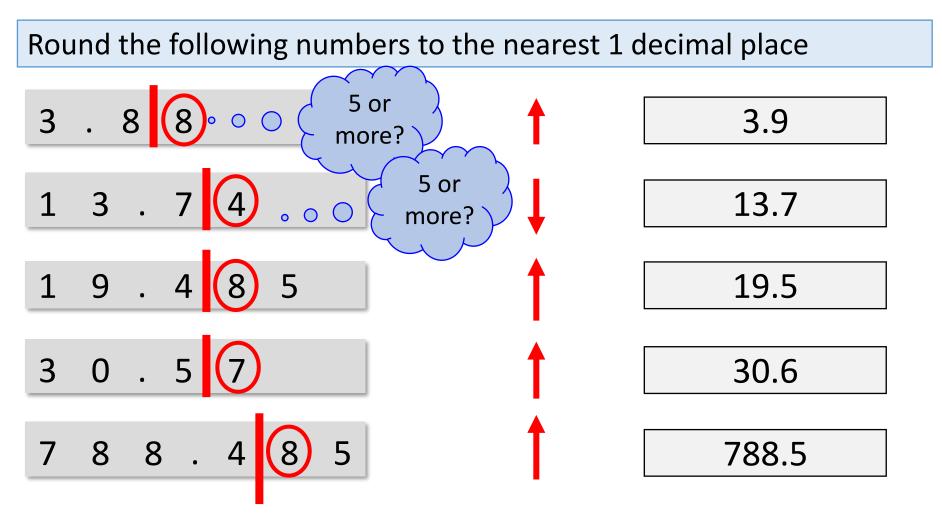
3	Round the following numbers to the nearest 1000.								
	а	8660	b	23,251	С	351,874	d	999,999	

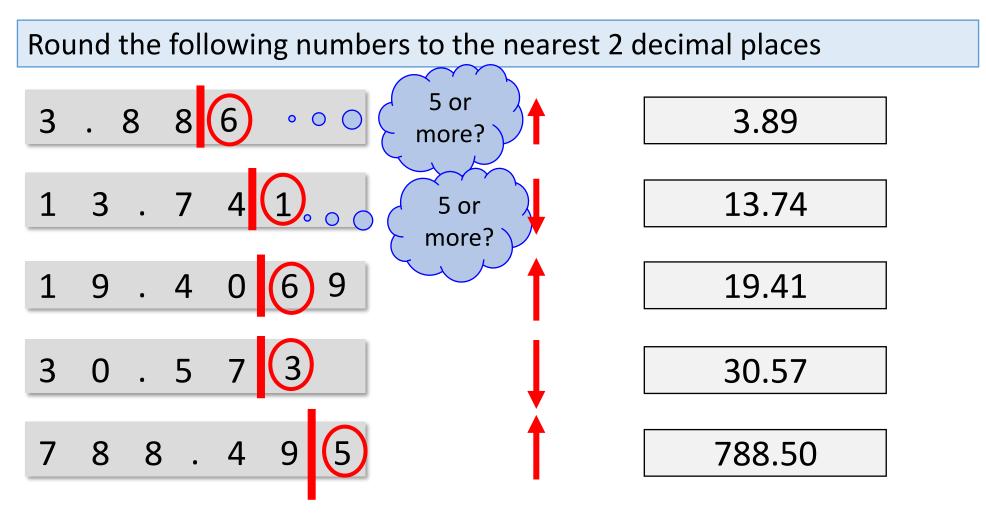
LO: To be able to round decimals to 2 and 3 d.p. and to the given number of s.f.



Example 1:



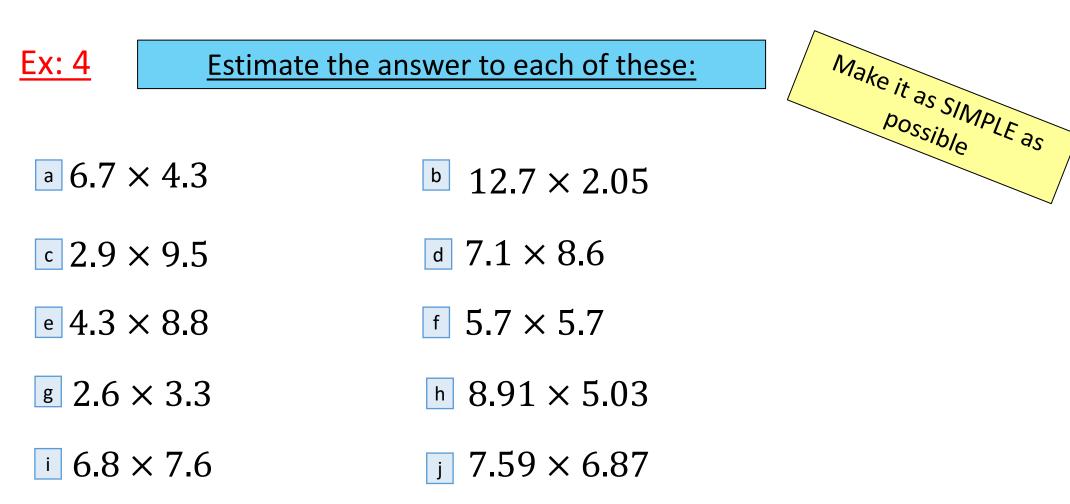


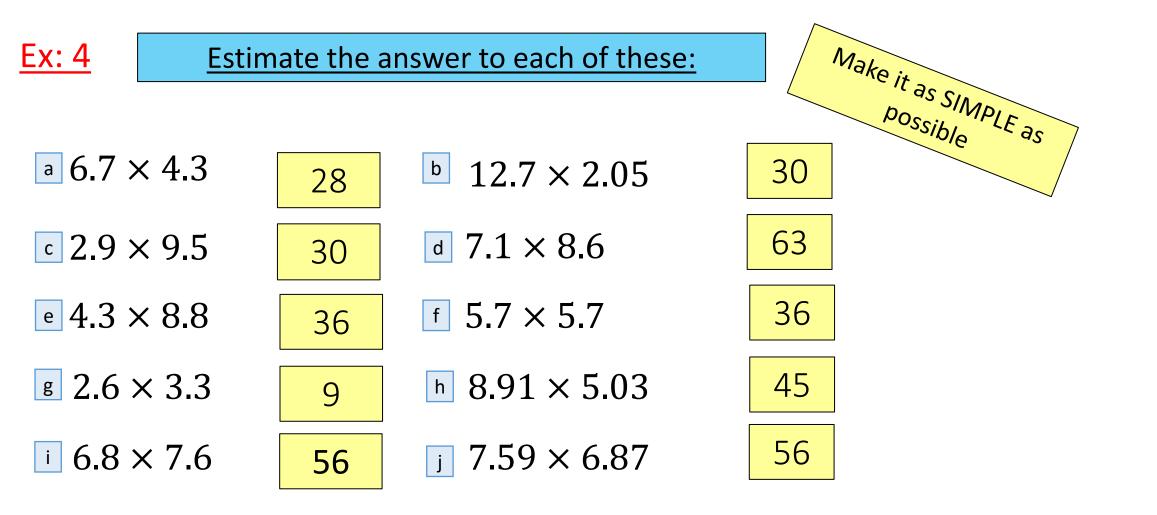


We can use rounding to help us estimate answers

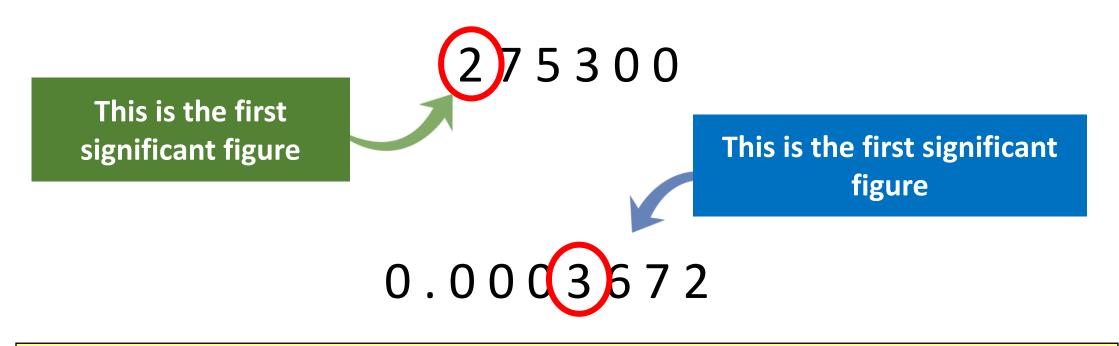
Example – Estimate 3.99 × 4.8

3.99×4.8	How should we round this to make it easiest?
$4 \times 5 = 20$	

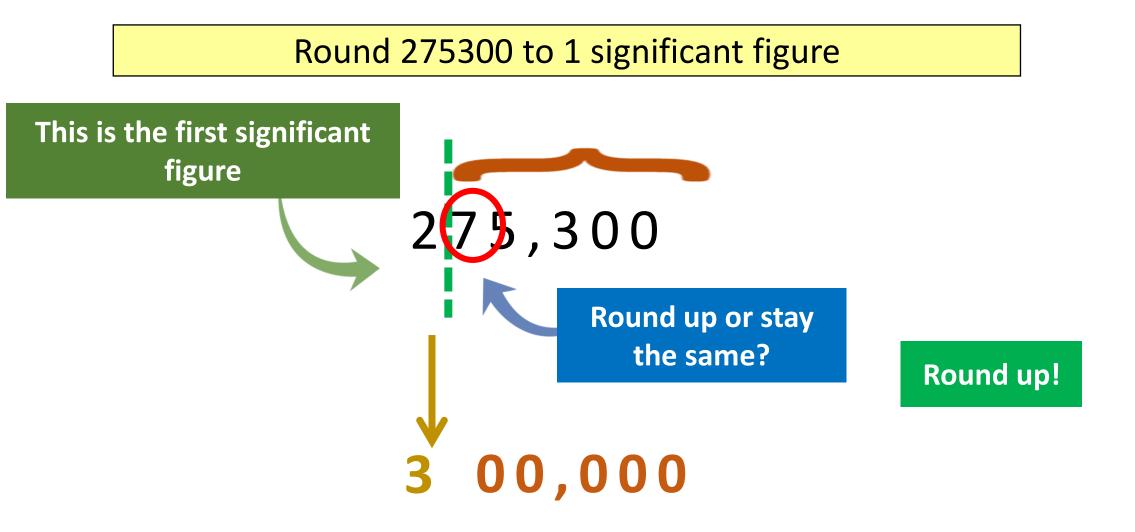




Numbers can be rounded to a given number of significant figures



The first significant figure is the first **non-zero** number



<u>Ex: 5</u>	Number	To 3 s.f.	To 2 s.f.	To 1 s.f.
	4213			
	6435			
	23.65			
	43.89			
	0.0465			
	0.009231			
	0.9649			
	0.4054			
	0.07008			
	0.4109			
	0.005007			

Number	To 3 s.f.	To 2 s.f.	To 1 s.f.
4213	4210	4200	4000
6435	6440	6400	6000
23.65	23.7	24	20
43.89	43.9	44	40
0.0465	0.0465	0.047	0.05
0.009231	0.00923	0.0092	0.009
0.9649	0.965	0.96	1
0.4054	0.405	0.41	0.4
0.07008	0.701	0.70	0.07
0.4109	0.411	0.41	0.4
0.005007	0.00501	0.0050	0.005

