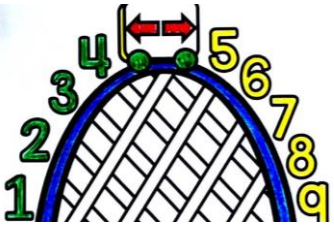


Rounding with Ozobot

Round the number to the underlined place

Start Here

		23,9<u>4</u>5		3,600		12,400	
1<u>2</u>,432	600		<u>5</u>8	8,220		620	3,590
800		93,500	23,900		7<u>9</u>2		94,000
4,0<u>1</u>8	3,5<u>8</u>7		4,020	8,000		23,950	
	12,<u>4</u>32			93,<u>5</u>21	6<u>1</u>8		12,000
9<u>3</u>,521		<u>8</u>,217		3,<u>5</u>87		60	<u>7</u>92
23,<u>9</u>45	<u>6</u>18	790	4,0<u>1</u>8		4,000		8,2<u>1</u>7

The goal of this game is to have the most colored blocks on the board.

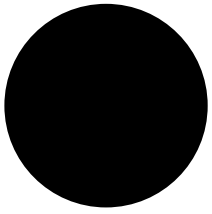
1. For each turn, your team must use OzoBlockly to program your Ozobot to land on the numbers that match for rounding to the underlined place.

2. When your Ozobot lands on a spot that you want to use, make your Ozobot pause and light up.

3. Once you successfully claim a pair of blocks, I will color in the class map with your team color.

4. If you are not able to code your Ozobot correctly, then your team must try again.

5. Continue to claim as many pairs as possible until I call time. The team with the most colored blocks will win!



Calibrate Here

Every box = 2 steps in Ozoblockly