






# A Rounding Fairy Tale



Once upon a time...

<p>1. Read the directions. <u>Underline</u> the digit it tells you that you are rounding to. That is Cinderella.</p>	<p>Round to the nearest <u>ten</u>.</p> <p style="text-align: center;"><u>134</u> </p>
<p>2. Circle the number to the right of Cinderella. That is her Fairy Godmother (notice the fancy, ring of fairy dust?).</p>	<p> <u>134</u></p>
<p>3. POOF!! A spell is cast. If the Fairy Godmother is 5 or more, she is <b>VERY POWERFUL!</b> Her magic makes Cinderella go up by 1! If she is 4 or less, Cinderella stays the same.</p>	<p> <u>134</u></p> <p style="text-align: center;">↙ ↘ 3 or 4?</p>
<p>4. After casting her spell, the Fairy Godmother and any of her friends (to her right) disappear leaving only the magic fairy dust (0's). Any of Cinderella's friends (those to her left) stay the same.</p>	<p> <u>130</u> </p>

THE END