



PLACE VALUE AND ROUNDING PROGRESSION

Modeling Place Value

1.NBT.2 Represent place value (tens and ones) using math models
2.NBT.1 Represent place value (hundreds, tens and ones) using math models

Place Value

- 1.NBT.2 Place value within 100 (tens and ones)
- 2.NBT.1 Place value within 1,000 (hundreds, tens and ones)
- 4.NBT.1 Place value within 1,000,000

Rounding

3.NBT.1 Round whole numbers to the nearest 10 or 100
4.NBT.3 Round whole numbers to any place