



## **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)
- 3.NBT.1 Place value within 10,000
- 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
- 5.NBT.4 Round all decimals to any place