M.5.A.3.1.2 Use estimation to solve problems involving whole numbers and/or decimals.

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| COMPONENT | TIME | MATERIALS | DESCRIPTION |
| Review 4 You | 3 min. | Student Packet | **Round to the nearest ten.****1. 4****2. 13****3. 39****4. 34** |
| Today’s Task | 2 min. | Student Packet | Tell what would happen if you get a bunch of video games at Game Stop and discover that you don’t have enough money when the cashier rings all of the games up? |
| Lesson | 10 min. | Lesson FileLaptop/Projector | Whole group instruction of concepts and sample problems. |
| Hands-On Center | 20 min. | Student PacketCoupon Magazines | Shopping trip with coupons. |
| Open-Ended Center | 20 min. | Student PacketWriting Organizer | Students complete open-ended response for word problem in student packet. |
| Practice Center | 20 min. | Student Packet | Students complete tiered practice worksheet in student packet. |
| Wrap-Up | 15 min. | Student Packet | estiMATE |