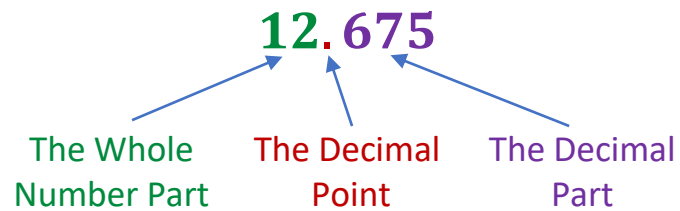


# Decimals

## Place Value and Rounding

A decimal has three parts:



## Place Value for Decimals

Billions,
Hundred-Millions
Ten-Millions
Millions,
Hundred-Thousands
Ten-Thousands
Thousands,
Hundreds
Tens
Ones (or Units)
•
Tenths
Hundredths
Thousandths
Ten-Thousandths
Hundred-Thousandths
Millionths
Ten-Millionths
Hundred-Millionths
Billionths
Ones (or Units)

## The Rules for Rounding Decimals

1. Identify the place of the digit to be rounded.
2. Look at the digit to the right of that place.
  - If that digit is **5 or greater**, **add 1** to the digit to be rounded, and drop all the digits to its right.
  - If that digit is **less than 5**, **do not change** the digit to be rounded, and drop all the digits to its right.

## Examples of Rounding Decimals

Round 3.284 to the nearest tenth.

### Solution

The tenths digit is 2.

The digit to the right is 8 (it is more than 5).

Add 1 to 2 and drop all the digits to the right.

$$3.284 \approx 3.3$$

Round 25.32167 to the nearest thousandth.

### Solution

The thousandths digit is 1.

The digit to the right is 6 (it is more than 5).

Add 1 to 1 and drop all the digits to the right.

$$25.32167 \approx 25.322$$

Round 0.842 to the nearest hundredth.

### Solution

The hundredths digit is 4.

The digit to the right is 2 (it is less than 5).

Do not change 4 and drop all the digits to the right.

$$0.842 \approx 0.84$$