



# FUNCTIONAL SKILLS MATHEMATICS

AQA | Edexcel | City & Guilds | Open Awards | NCFE | Highfield

Entry Level 3

## Rounding and Estimating

### Materials

- You **cannot** use a calculator for **questions** with this symbol.



### Instructions

- Answer **all** questions.
- Answer questions on separate paper.

### Information and Advice

- The marks for each question are shown in brackets – use this as a guide on how long to spend on each question.
- Read each question carefully before you answer it.
- Check you answers.



**Q1** 83 people go to the cinema to watch a film.

**1(a)** How many people is this, to the nearest 10?

**[1 mark]**

**1(b)** How many people is this, to the nearest 100?

**[1 mark]**



**Q2**

**2(a)** Round 557 to the nearest 10.

**[1 mark]**

**2(b)** Round 557 to the nearest 100.

**[1 mark]**



**Q3**

**3(a)** Round 715 to the nearest 10.

**[1 mark]**

**3(b)** Round 715 to the nearest 100.

**[1 mark]**



**Q4** Anastasia buys items from a shop, and receives £14.09 in change.

**4(a)** Round 1409 to the nearest 10.

**[1 mark]**

**4(b)** Round 1409 to the nearest 100.

**[1 mark]**



**Q5**

**5(a)** Round 4148 to the nearest 10.

**[1 mark]**

**5(b)** Round 4148 to the nearest 100.

**[1 mark]**



**Q6**

7850 people attend a football match.

**6(a)** Give the number of people at the match, to the nearest 10.

**[1 mark]**

**6(b)** Give the number of people at the match, to the nearest 100.

**[1 mark]**



**Q7**

**7(a)** Round 2345 to the nearest 10.

**[1 mark]**

**7(b)** Round 2345 to the nearest 100.

**[1 mark]**



**Q8**

**8(a)** Round 9995 to the nearest 10.

**[1 mark]**

**8(b)** Round 9995 to the nearest 100.

**[1 mark]**



**Q9** Estimate  $228 - 1770 \div 8.92$

**[1 mark]**



**Q10** Emily buys three things at the shop, worth £24.80, £30.77 and £78.98. Estimate the amount she spends.

**10(a)** Estimate the amount she spends.

**[1 mark]**

**10(b)** Is this an overestimate or an underestimate? Give a reason for your answer.

**[1 mark]**