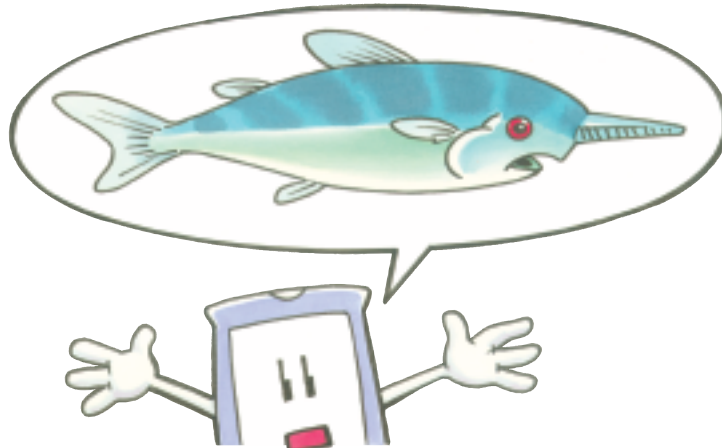


Estimation



Software Pack	Topic	Activity
3 Estimating & Rounding	3.1 Estimating Objects	3.1.1 Estimate 10 Objects
		3.1.2 Systematic Estimation
		3.1.3 Calculated Guess
		3.1.4 Estimate Piles
		3.1.5 Estimate 100 Objects
		3.1.6 Guessing Game
	3.2 Estimating Within Limits	3.2.1 More or Less
		3.2.2 Over and Under
	3.3 Estimating Measures	3.3.1 How Full Is It?
		3.3.2 Can You Fill the Tray?
		3.3.3 How Far?
		3.3.4 How Far to Go?
		3.3.5 How Many Fit In?
	3.4 Estimating Numbers	3.4.1 Nearest Number
		3.4.2 Nearest Negative Number
		3.4.3 Where On a Line?
		3.4.4 Where On a Negative Line?
	3.5 Estimated Calculations	3.5.1 Nearest Addition
3.5.2 Nearest Subtraction		
3.6 Rounding	3.6.1 Round Down	
	3.6.2 Round Up	
	3.6.3 Round Up or Down	
	3.6.4 Rounding (+,-)	
	3.6.5 Rounding (x,÷)	
7 Fractions & Decimals 1	7.5 Estimate Fractions	7.5.1 How Far (Fractions)?
		7.5.2 How Far to Go (Fractions)?
		7.5.3 How Full (Fractions)?
8 Fractions & Decimals 2	8.4 Decimal Notation	8.4.3 Rounding Decimals
9 Shape & Space	9.1 Angles	9.1.1 Estimate Angles
		9.1.2 Making Angles
12 Number operations	12.1 Addition and Subtraction	12.1.6 Approximate Calculations (+,-)
	12.3 Multiplication and Division	12.3.4 Approximate Calculations (x,/)
17 Data Handling	17.1 Probability	17.1.1 Tossing Coins
		17.1.2 Throwing Dice
		17.1.3 Throwing Odd Dice
		17.1.4 Spinner
		17.1.5 Quincunx
		17.1.6 Sampling
	17.2 Probability Games	17.2.1 Dice Game
		17.2.2 Spinner Game