Place the Decimal

Place a decimal in each statement if needed to make the statement make sense.

Half of 9 is 45

75 is the same as three fourths

My height is about 175 meters

245 is a little less than two and one-half

125 is the same as one and one-fourth

My sister bought a 15 liter soda

Half of 5 is 25

2010 is a little more than $20

Write some missing decimal point statements for your classmates to solve.

What's the Number?

Rewrite these numbers.
Put in decimal points so that the 3 is in the given place.

4632	tenths	3469	ones
4632	hundredths	3469	tens
4634	ones	3469	hundreds
463	tenths	1836	tenths
43	thousandths	183	thousandths

Find the Fraction

Find a number that comes between the two decimal fractions that are given. Each problem has many possible answers.

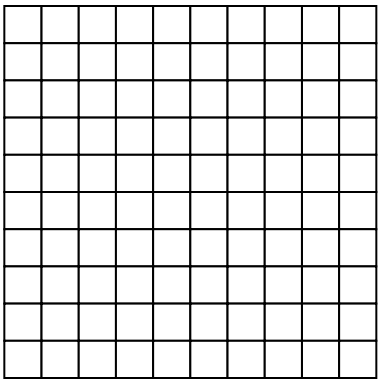
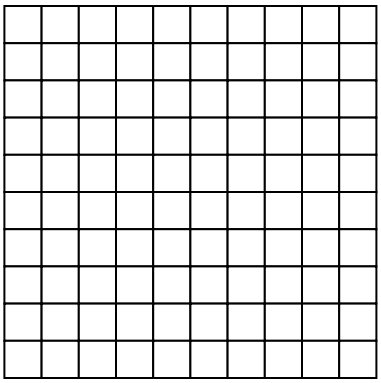
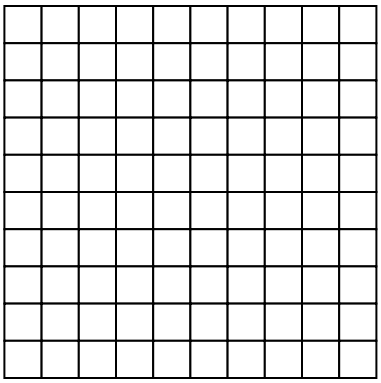
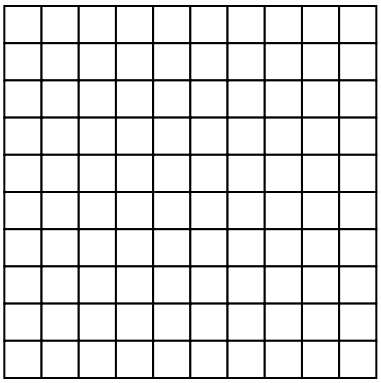
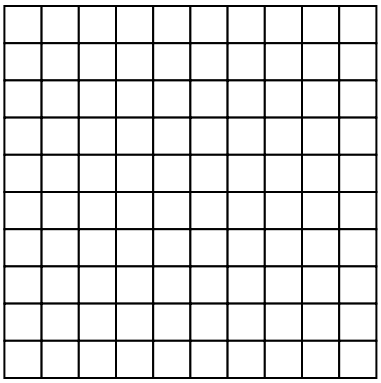
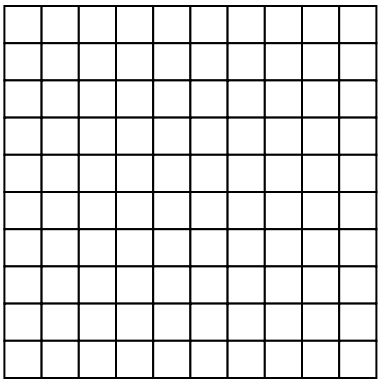
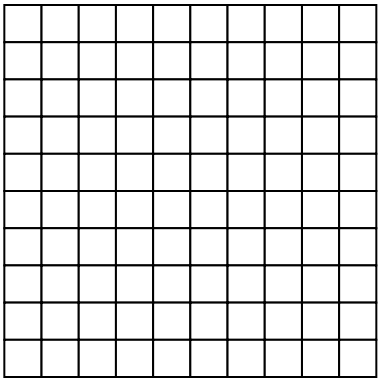
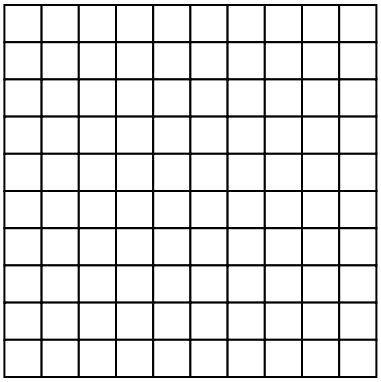
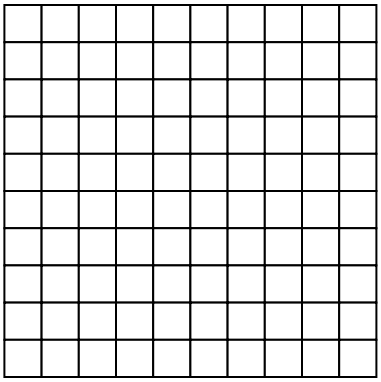
.23_____.25 **.2_____.4**

1.29_____1.31 **.2_____.3**

2.09_____2.11 **.799_____.801**

.009_____.011 **.68_____.69**

10 x 10 Grids

Race to a Meter: A Decimal Game

Number of Players: 2

Materials: meter stick, base-10 blocks (40 cubes and 20+ longs), recording sheet, die with decimal numbers in tenths and hundredths (e.g.,.01, .02, .08, .12, .15, .18 or mix decimals and fractions: 1/10, 0.2, 5/100, 0.13, ¼, 0.06).

Directions:
The object of the game is to be the first to reach the end of the meter stick.
1. Players play on opposite sides of the meter stick.
2. Players take turns rolling the die, and beginning at zero, place the appropriate number of rods or cubes along the edge of the mater stick.
3. When a player has 10 or more cubes, he/she should trade them for a ten-cm rod.
4. After each round, each player should record the move on an individual chart with these headings:

Number on Die	Total Score to this point

4. The winner does not have to land exactly on one meter, but may finish beyond the end of the meter stick.

Extensions:
- Play the game "backwards" by racing to zero. Start with 10 rods laid out on each side of the meter stick. The winner is the first player to reach zero.
- Roll two dice and choose the larger number to use to reach the finish line.
- Roll two dice and add the two numbers to get a sum to use to place (or remove) rods and cubes along the meter stick.