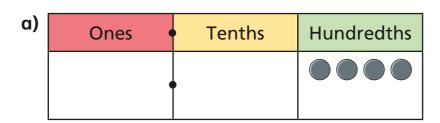
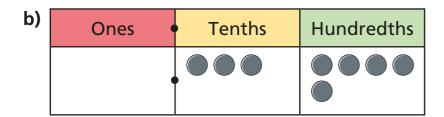
Hundredths on a place value grid



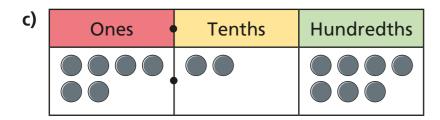
Write the decimal that is represented in each place value chart.



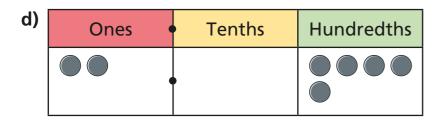




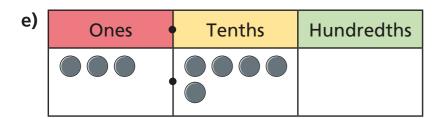






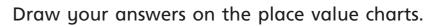






3.5

Use place value counters to make each number.



a) 0.06

Ones	Tenths	Hundredths	
		00000	

b) 0.24

Ones	Tenths	Hundredths	
	00	0000	

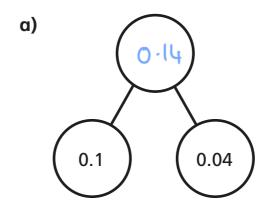
c) 1.72

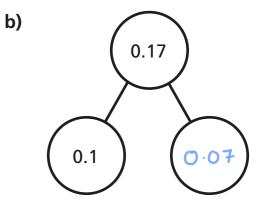
Ones	Tenths	Hundredths	
0	000000	00	

d) 3.08

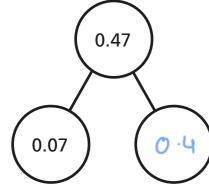
Ones	Tenths	Hundredths	
000		00000000	

Complete the part-whole models.

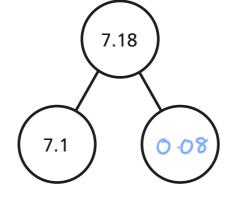


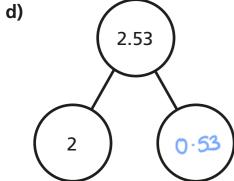


c)

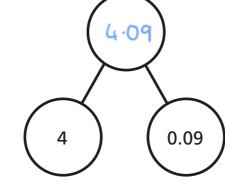


e)



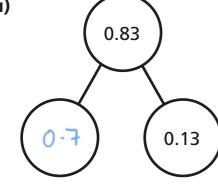


f)

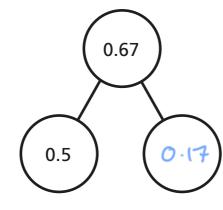


- Complete the sentences.
 - a) 2 tenths can be exchanged for hundredths.
 - **b)** 7 tenths can be exchanged for hundredths.
 - c) 7 tenths and 4 hundredths is equivalent to 74 hundredths.
 - 1 tenths and 6 hundredths is equivalent to 26 hundredths.
- Complete the part-whole models.

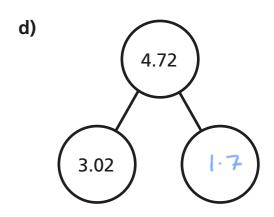
a)



b)



c) 2.83 0.13



Whitney, Tommy, Esther and Dexter each have the same three digit cards and a place value chart.



3 0

When they put the cards in the chart with one in each space, they each make a different number.

Use the clues to work out each person's number and write it on their place value chart.

- Dexter makes the greatest number possible.
- Tommy makes the number closest to four.
- Esther and Whitney choose the two numbers closest together (Esther makes the slightly greater number).

Dexter Tommu

Ones	Tenths	Hundredths	Ones	Tenths	Hundredths
6	3	0	3	6	0

Nhitney

One	Tenth	Hundredth	Ones	Tenth	s Hundredths
0	3	6	0	6	3

