

Supporting Activities

Three Decimal Places

TTh	Th	H	T	O

Decimal Derby: An activity for a group to use in class or intervention to help children's understanding of three decimal places.

Resources: You will need a place value chart, counters or decimal place value counters if possible, 10-sided dice (where 10 represents 0), whiteboards and whiteboard pens.

Activity: Roll the dice and generate a decimal number with three, four or five digits. Represent the number by using place value counters and write a statement to describe the number. Stem sentences can be used to support if needed.






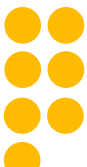
Example:

A child rolls the dice and generates a 4, 6, 1 and 7.

A child creates the number 46.17 and uses place value counters to represent the value of each digit.

A child writes a statement to show the value of each digit.

Repeat with different numbers.

Th	H	T	O	.	t	h	th
				 			

There are four tens, six ones, one tenth and seven hundredths.