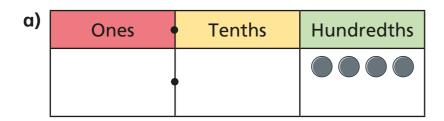
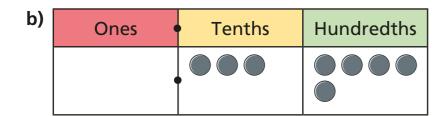
## Hundredths on a place value grid



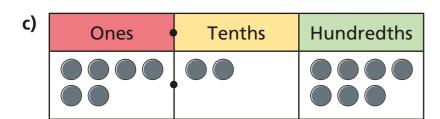
Write the decimal that is represented in each place value chart.



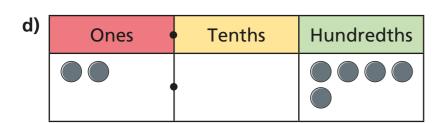




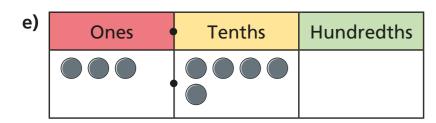














2 Use place value counters to make each number.

Draw your answers on the place value charts.

**a)** 0.06

Ones	Tenths	Hundredths

**b)** 0.24

Ones	Tenths	Hundredths	

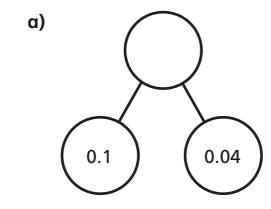
**c)** 1.72

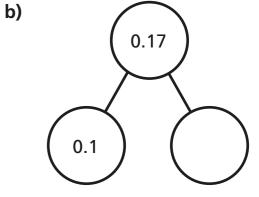
Ones	Tenths	Hundredths

**d)** 3.08

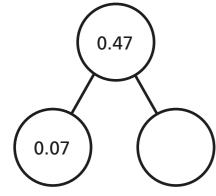
Ones	Tenths	Hundredths		

Complete the part-whole models.

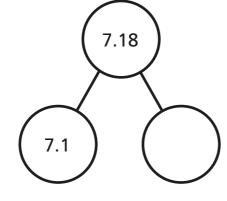


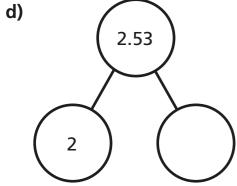


c)

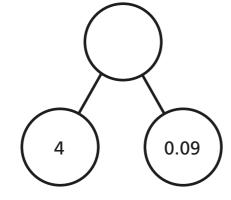


e)





f)



Complete the sentences.

a) 2 tenths can be exchanged for

r		hundredths
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**b)** 7 tenths can be exchanged for

hundredths.

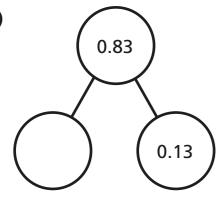
c) 7 tenths and 4 hundredths is equivalent to

hundredths.

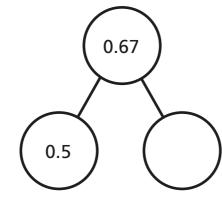
d)		tenths and	hundredths is equivalent to
	26 h	undredths.	

Complete the part-whole models.

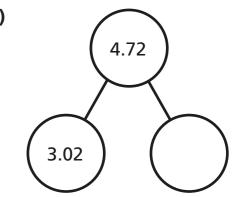
a)



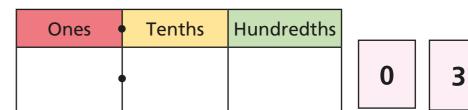
b)



c) d) 2.83 0.13



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



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).

Tommy **Dexter** Hundredths Hundredths Tenths Tenths Ones Ones

	Whitney		Esther		
Ones	Tenths	Hundredths	Ones	Tenths	Hundredths
	•				

