

Master 4.8

Additional Activity 1: Decimal Designs

Work with a partner.

You will need hundredths grids and 3 colours of pencil crayons.

- Create a design on a hundredths grid. Use 3 different colours.

- Write a fraction and a decimal to describe each colour of your design.

- Repeat with another 3-colour design.

Take It Further:

Fold a 10 by 10 grid in half to make a line of symmetry.

Work together to create a 4-colour symmetrical design.

Write a fraction and a decimal to describe each colour of your design.

Master 4.9a

Additional Activity 2: Spin for One

Play with a partner.

You will need:

- a 10-part spinner labelled 0 to 9
- a paper clip as a pointer
- hundredths grids
- pencil crayons

How to play:

- Each of you takes a hundredths grid.
The grid represents one whole.

- Take turns to spin the pointer.
The number the pointer lands on tells how many tenths or hundredths to colour on the grid.
For example, if you spin 4, you may colour 4 tenths *or* 4 hundredths.

- Take 6 turns each.

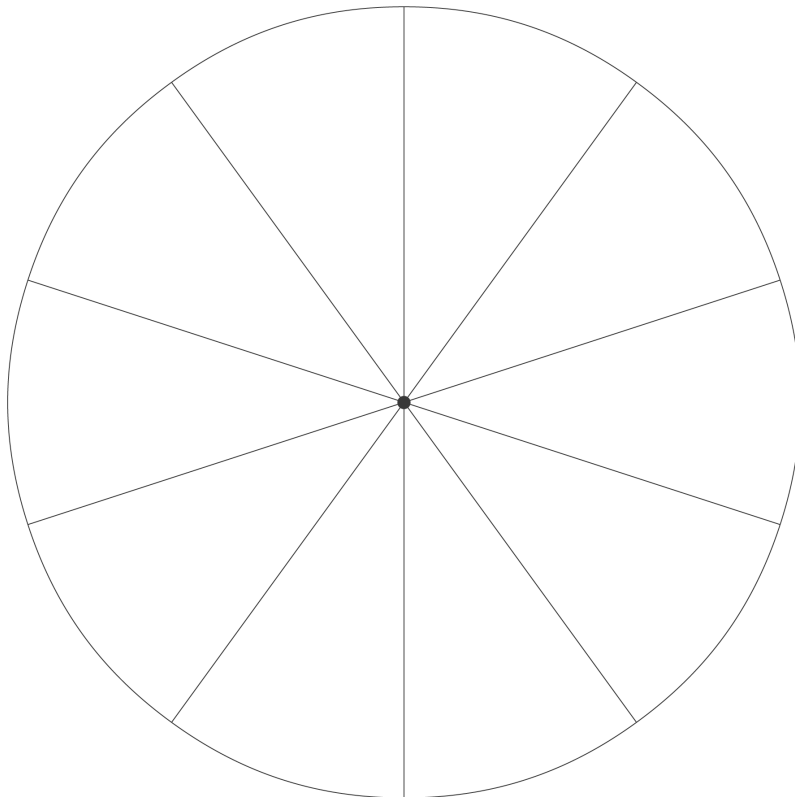
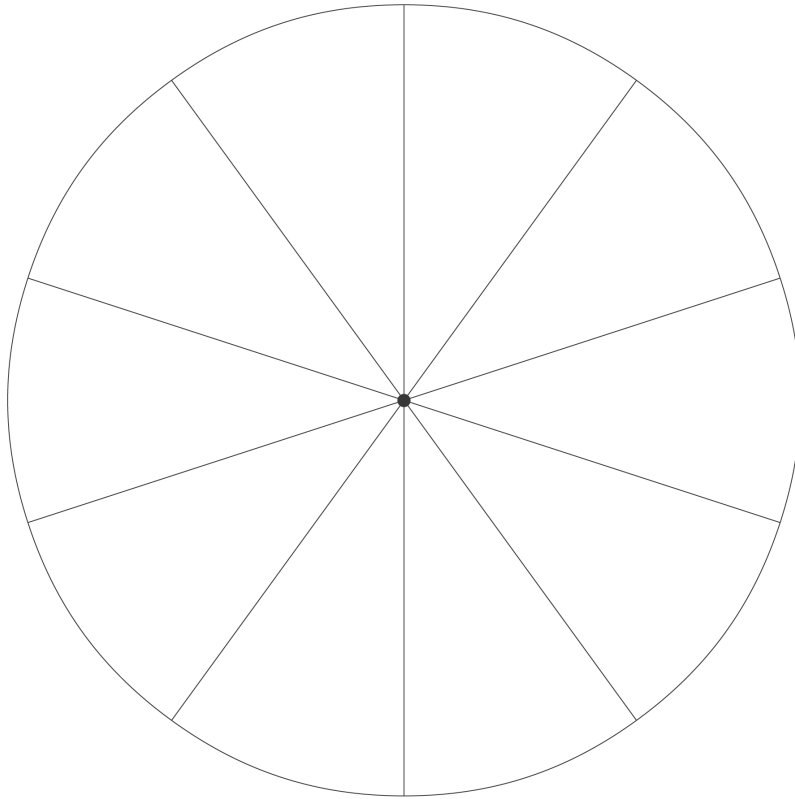
- The player who comes closest to colouring the whole grid in 6 turns without going over wins.

Take It Further:

Play *Spin for Two* using two hundredths grids.

Master 4.9b

10-Part Spinner



Master 4.10

Additional Activity 3: Guess the Decimal

Play in a group of 3 or 4.

You will need paper and pencils.

How to play:

- Choose a leader to start the game.

- The leader secretly writes a decimal with tenths, between 1 and 10.

- The other players take turns to try to guess the number.
For each guess, the leader says, “Greater” or “Less.”

- Players continue to take turns until someone guesses the number.
That player becomes the leader for another game.

Take It Further:

Repeat the activity using decimals with hundredths.

Master 4.11

Additional Activity 4: Closing in on 2

Play with a partner.

You will need a number cube labelled 1 to 6, paper, and pencils.

How to play:

- Take turns to roll the number cube 2 times.
Use the numbers in the order rolled to make a decimal with tenths.
Record the number.

- Take 2 more turns each.

- Choose 2 of your 3 numbers to add or subtract.

- The player whose sum or difference is closer to 2 gets a point.

- Play 4 more rounds. The player with the most points wins.

Take It Further:

Play the game again.

This time, roll the number cube 3 times to make a decimal with hundredths.