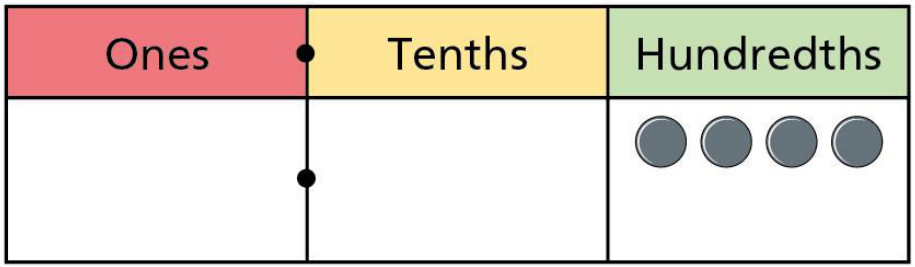
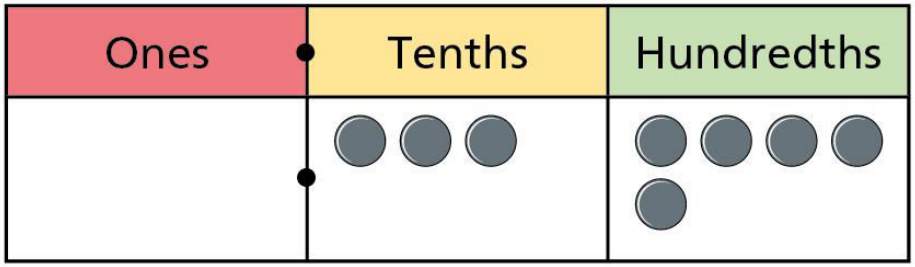
Hundredths on a place value grid

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

a)

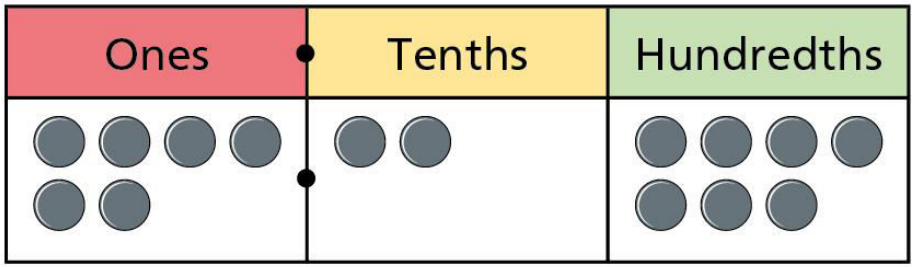


b)

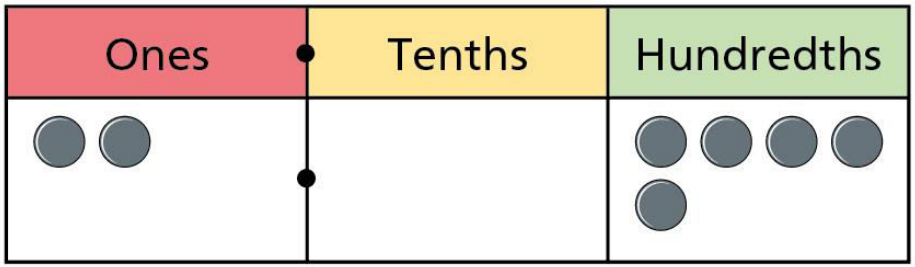


1

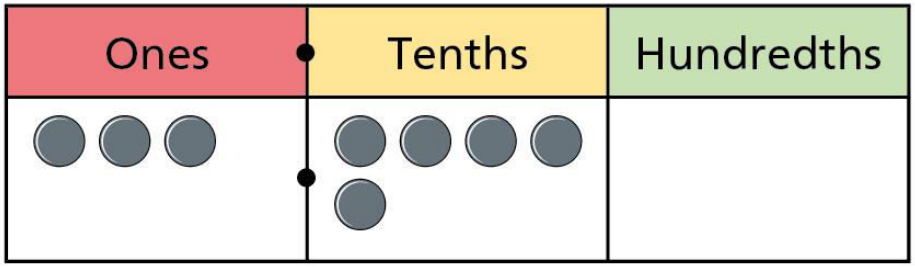
c)



d)



e)



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

2 **c)** 1.72

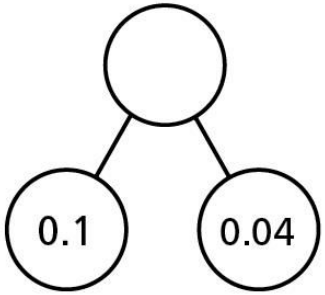
Ones	Tenths	Hundredths

d) 3.08

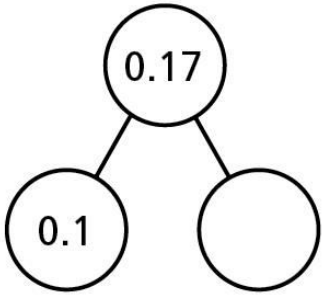
Ones	Tenths	Hundredths

3 Complete the part-whole models.

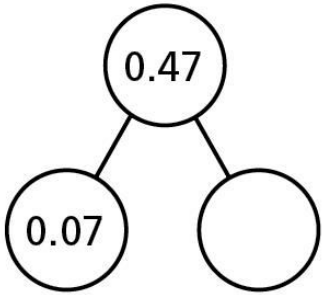
a)



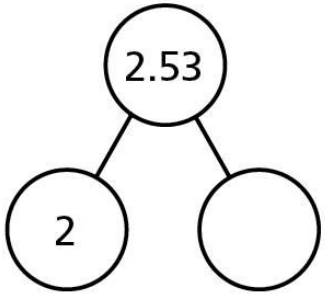
b)



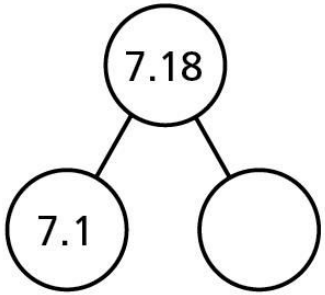
c)



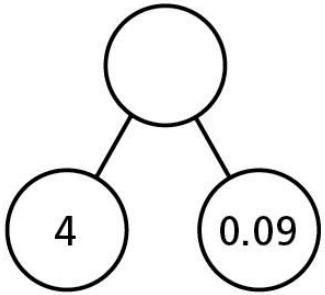
d)



e)



f)



4 Complete the sentences.

a) 2 tenths can be exchanged for ☐ hundredths.

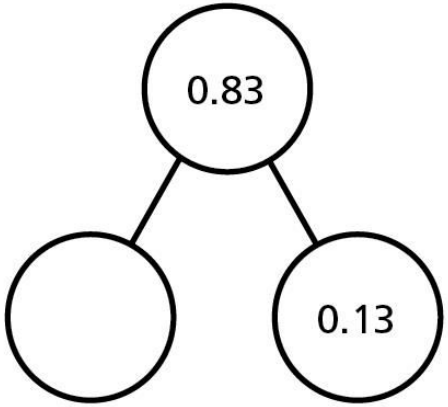
b) 7 tenths can be exchanged for ☐ hundredths.

c) 7 tenths and 4 hundredths is equivalent to ☐ hundredths.

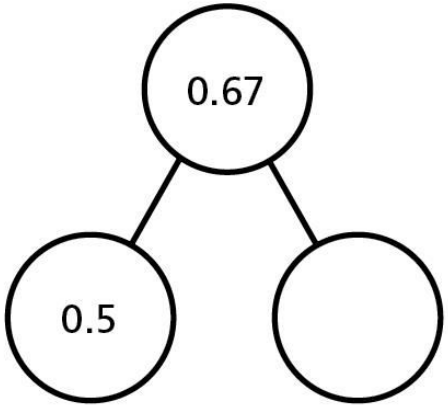
d) ☐ tenths and ☐ hundredths is equivalent to 26 hundredths.

5 Complete the part-whole models.

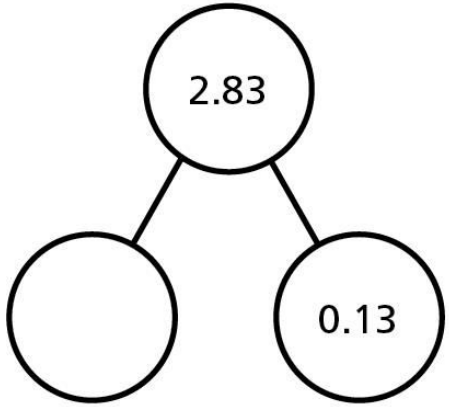
a)



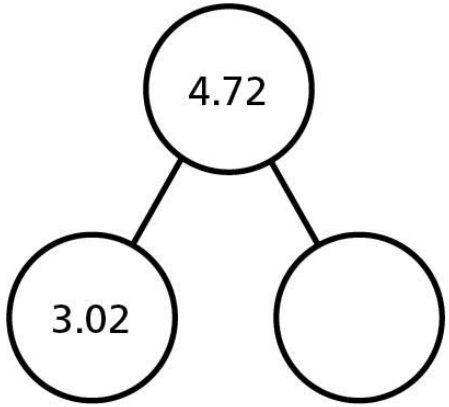
b)



c)

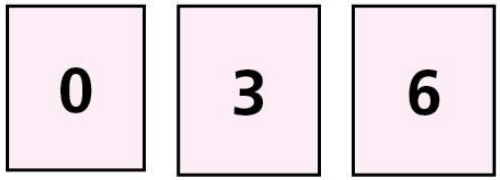


d)



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

Ones	Tenths	Hundredths



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).

6

Dexter

Ones	Tenths	Hundredths

Tommy

Ones	Tenths	Hundredths

Whitney

Ones	Tenths	Hundredths

Esther

Ones	Tenths	Hundredths