

RED HOT Chilli, Lesson 3, 6th May-ANSWERS

Tenths on a Place Value Grid

1. In pairs, each roll the dice to create different decimal numbers according to the rules of each round. You can choose to place your numbers in either column or put a number into your partner's grid! Be strategic and remember to reroll the dice when each round is over.



Rules for each round:

1. Create the smallest number.
2. Create the biggest number.
3. Create the highest number between 2 and 7.
4. Create the lowest number between 1 and 5.
5. Create the closest number to 3.



Ones	Tenths
6	3

Ones	Tenths
4	6

The winner is the player with the most points at the end of 5 rounds.

Various answers, numbers shown on the place value grids above.

Round 1 – 4.6; Round 2 – 6.3; Round 3 – 6.3; Round 4 – 4.6; Round 5 – 4.6

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2. Inspector Jordan needs some help to unlock the safe using decimal numbers and the clues he has found below.



Ones	Tenths
14	4

Ones	Tenths
12	6

Ones	Tenths
8	6

Ones	Tenths
9	7

Clue 1:

The ones column uses half the number of counters as the tenths column. The number has a value greater than 10.

Clue 2:

This number has fifty-six counters in the tenths column and 7 in the ones column.

Clue 3:

This number is more than 4 but less than 10. It has a digit sum of 14.

Clue 4:

This number uses sixteen counters. It has counters in both the tenths and ones columns.