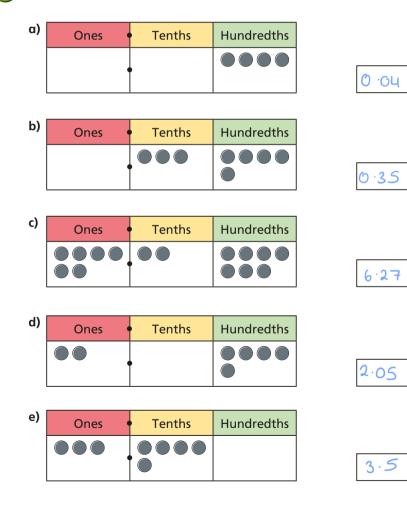
# Hundredths on a place value grid

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



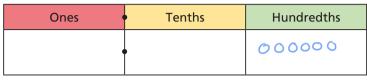
υ (

White R⊚se Maths

Use place value counters to make each number.

Draw your answers on the place value charts.

#### **a)** 0.06



#### **b)** 0.24

Ones	Tenths	Hundredths
•	00	0000

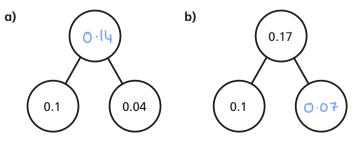
## **c)** 1.72

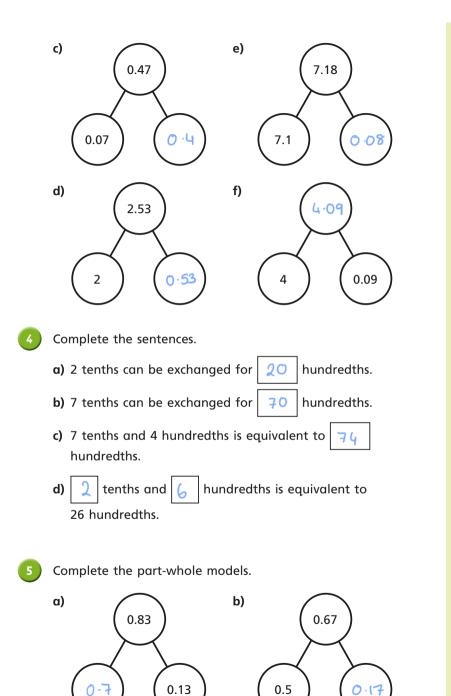
Ones	Tenths	Hundredths
0	0000000	00

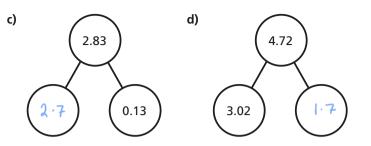
### **d)** 3.08

Ones	Tenths	Hundredths
000		00000000

## Complete the part-whole models.







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

Ones	Tenths	Hundredths			
			0	3	6

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).

Dexter			Tommy			
Ones	Tenths	Hundredths	Ones	Tenths	Hundredths	
6	3	0	3	6	0	
Whitney			Esther			
	Whitney			Esther		
Ones	Whitney Tenths	Hundredths	Ones		Hundredths	



White Rose Maths