Task notes | Cover up kiwis
Simple decimals

Y5

Notes for parents.

The purpose of the activity is to help your child to:

- Add one place decimals, i.e. multiples of one tenth like 0.3 + 0.5
- Rename (split up) numbers in the range 1-2 using decimal place value to tenths, e.g. 1 = 0.3 + 0.5 + 0.2

Here is what to do:

Set up the game. You only need to make up the set of cards using a used cereal box. Also you need a printed copy of the gameboard, pencil and eraser. Then you are ready to play!

Renaming numbers is essential if your child is to gain flexibility in their calculation. Children sometimes find renaming difficult so you need to be patient. It is important that you encourage risk taking. Children who try to rename, even if they make mistakes at first, soon gain more accuracy.

So what do you do if your child says something that is incorrect? For example after drawing a card that says 1.5 they aim to cross out 0.4, 0.7 and 0.3. Here are some good questions to ask.

"*How can you check that these numbers (0.4, 0.7, 0.3) add to 1.5?*" (Use known facts or count)

"*Okay, do you know some facts that will help*?" (0.7 + 0.3 = 1 or 0.4 + 0.3 = 0.7 are good choices)

"*Do you know 0.7 + 0.3 or 0.4 + 0.3?*" (Ask only if your child does not suggest them).

"*Good, 0.7 + 0.3 = 1. What will you get when you add the third number?*" (1.4)

"*So 0.7 + 0.3 + 0.4 = 1.4 is not enough. How could you fix that to get 1.5 without starting again?*" (Add one tenth to one of the addends to get 0.8 + 0.3 + 0.4, 0.7 + 0.4 + 0.4, or 0.7 + 0.3 + 0.5).

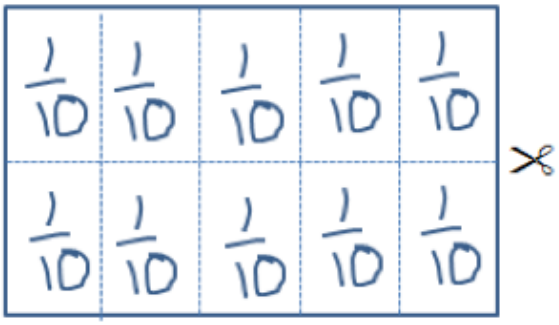
"*Which sum will work best for you on your kiwi sheet? Why?*"

Notes for parents cont… Activity next page.

Points to note:

Addition can only involve two numbers at a time, it is a binary operation ('bi' means two). This idea can be confusing especially if there are three numbers to add. Your child may need support to understand that the sum of three numbers will be the same no matter which two of them they add first.

If your child gets stuck you may like to support them with materials. Cutting A4 sheets of photocopy paper into ten equal parts (tenths) makes a useful model.



Remember the game is about adding without counting so fall back to the materials as a last resort. Even when materials are used be sure to ask for prediction, e.g. "Now you have 7 tenths here and 4 tenths here. How much do you think that is altogether? (before joining the tenths and checking again a full A4 sheet)." Recording symbols also can help your child see connections.

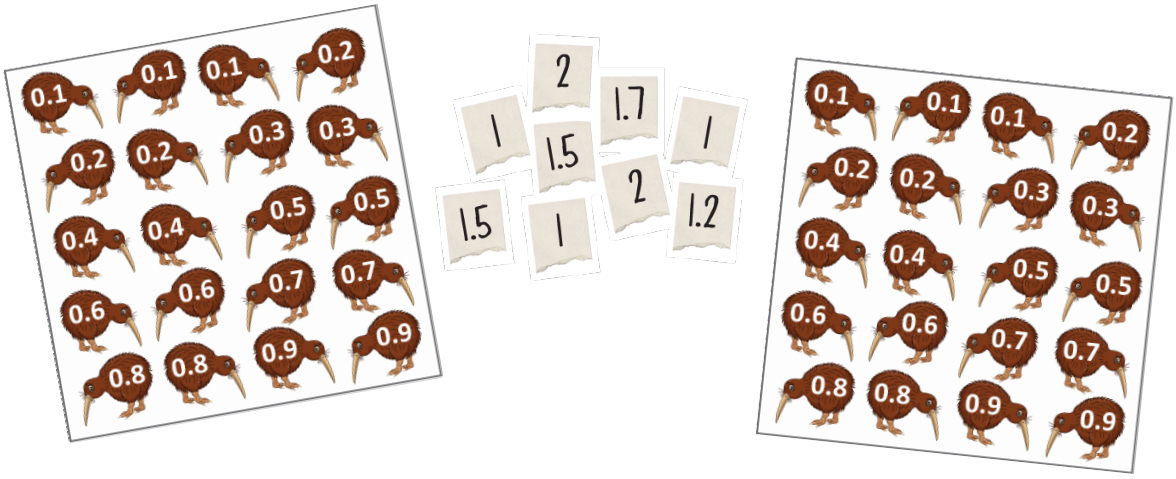
Here is an example:

Activity | Cover up kiwi

Simple decimals

Y5

This is a game for two people to play. You need a copy of the game sheet (next page), a pencil and an eraser. There is one box for each player. You also need to make a set of cards from scrap cardboard labelled 1, 1, 1, 1.2, 1.5, 1.5, 1.7, 2, 2

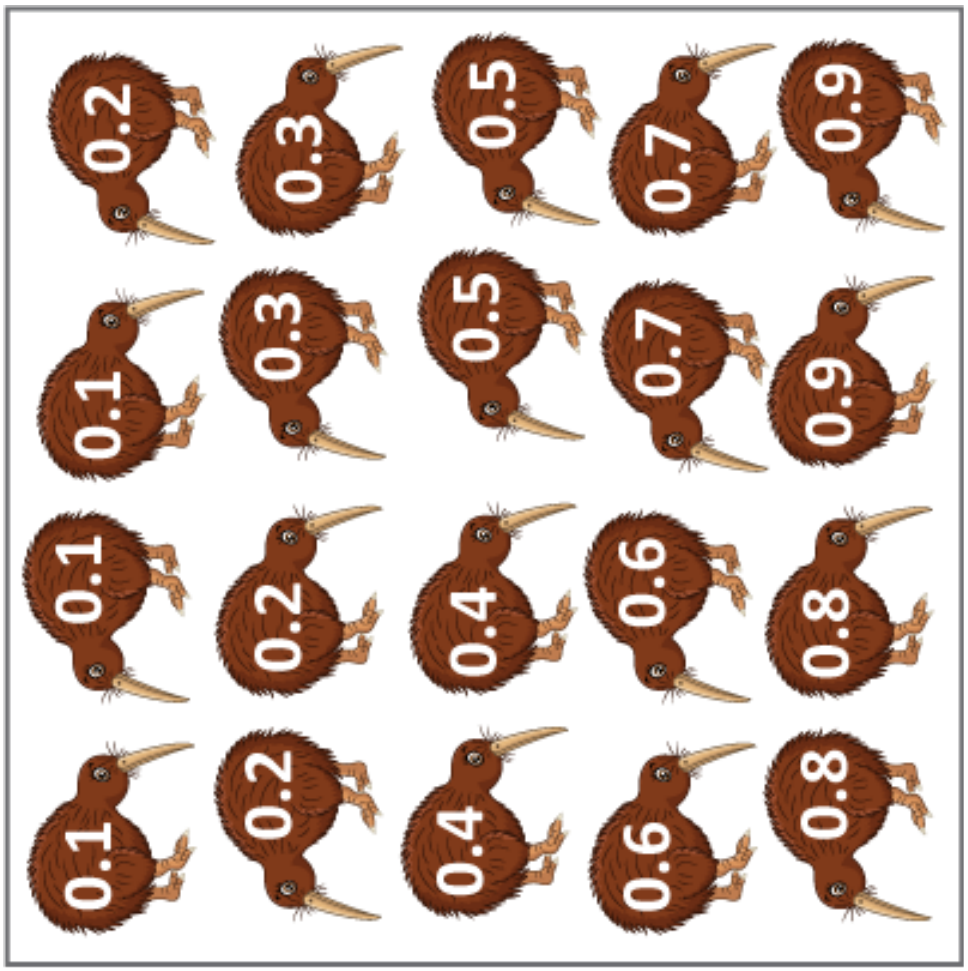


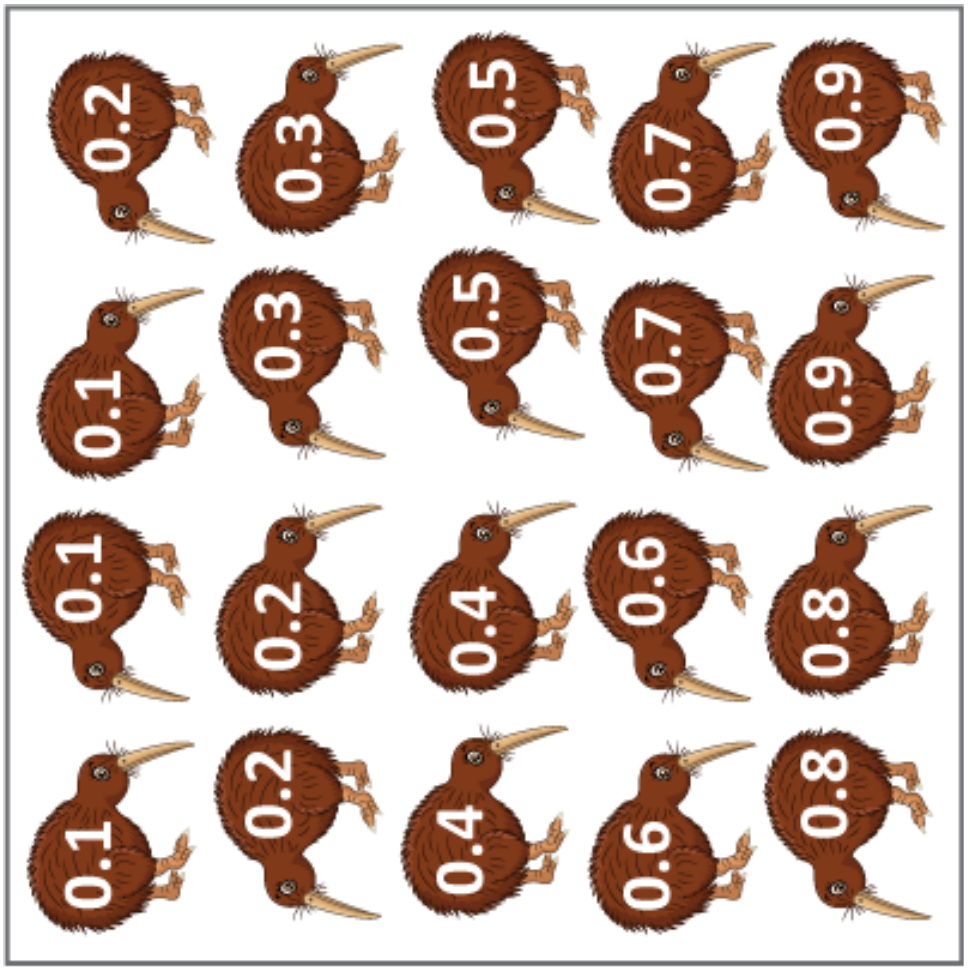
To play:
Take turns to shuffle the cards then draw the top one, say you get 1.5.

Cross out a set of kiwis that add to that total, so you might cross out 0.8, 0.5, 0.2, or 0.9 and 0.6. Once a kiwi is crossed you cannot use it again.

The first person to cross out all of their kiwi wins.

During the game you are allowed up to three 'changes' to use whenever you want. A change is the chance to draw a different card to the one you get.


0.2
0.3
0.5
0.7
0.9
0.1
0.3
0.5
0.7
0.9
0.1
0.2
0.4
0.6
0.8
0.1
0.2
0.4
0.6
0.8


0.2
0.3
0.5
0.7
0.9
0.1
0.3
0.5
0.7
0.9
0.1
0.2
0.4
0.6
0.8
0.1
0.2
0.4
0.6
0.8