## Notes for parents (1). Activity next page.

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

• Add numbers that are multiples of one tenth and one hundredth, like, 0.35, 0.6 and 0.15. These numbers are also called two place decimals.
• Use place value with hundredths, tenths and ones.

**Here is what to do:**

Set up the game. You only need two markers, such bottle tops or coins, to act as the counters. Then you are ready to play!

Adding two place decimals is tricky when your child needs to add over a tenth or one. For example, if their score is 1.85 and they move their counter to 0.25 they will need to go through 2. A nice way to support them is to ask questions like:

"*How much more do you need to get to 2?*" (Answer: 0.15 or 15 hundredths)

"*How many of the 0.25 will be left?*" (Answer: 0.1 or 1 tenth)

"*So if you add on that 1 tenth what will your score be?*" (Answer: 2.1)

The game has strategy so you and your child will need to think ahead. Getting 2.8 exactly takes some planning. It pays to start planning moves ahead when you reach about 1.5. As you can only move along lines you cannot move to any number you like.

Suppose your score is 1.75 and your counter is on 0.5. You will need to plan a path that gets exactly 1.05 to win (that's 2.8 – 1.75). Travelling to 0.15 then 0.25 then 0.35 then 0.3 would do it!

**Points to note:**

If your child gets stuck you may like to support them with materials. You can easily cut up sheets of photocopy paper into ten equal parts and call them tenths. That way your child can see when another one (whole) piece of paper has been made. Recording on an empty number line might also help. Here is an example:
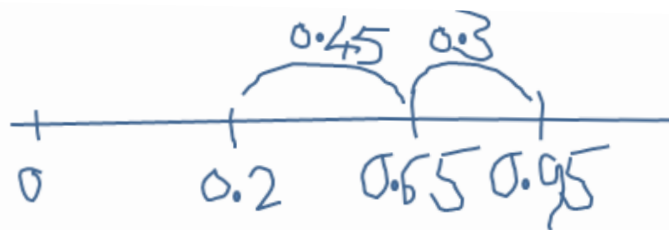
**Play with a partner.** Each player needs one counter. A bottle top will do. First each player chooses a number to place their counter on. Take turns to move your counter to another number but only along the lines. Add the new number to your total. In the next move **you cannot go back** to where you came from. You must go to a different number. The first player to make exactly 2.8 is the winner. Go over 2.8 and you lose the game.