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0

zero

twinkl.co.uk

0.1

zero one tenth

zero point one

twinkl.co.uk

0.2

zero two tenths

zero point two

twinkl.co.uk

0.3

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twinkl.co.uk

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one point eight

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1.9

one nine tenths

one point nine

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2

two

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USING 0 TO 2 DECIMAL CARDS



The aim of this set of cards is to help children understand decimal numbers. These cards can be used with models like Numicon, tens and units, or 20 straws or sticks with one as a set of 10. The 10 Numicon, 10 stick or set of 10 sticks can be used as 1, making the individual cubes or sticks 0.1 or one tenth.

1. Place all the cards in order. Ask the children to count, pointing to the cards as they say each name. They could also be placed in order like a number grid with 0.1 above 1.1 through to 0, 1 and 2 in a column.
2. Select some cards and ask the children to order them from smallest to largest.
3. Match the numbers to models like Numicon, tens and units etc. Keep repeating 1.4 as meaning one and four tenths.
4. Pick 2 cards and find the difference. Ensure children write as a subtraction and that they do not use the language "take away". (Many children do not understand that subtraction means 2 things – take way or difference). The children can write $1.2 - 0.8 = 0.4$ as the difference between 1.2 and 0.8.
5. Give the children a number and ask them to show you 2 cards, which have a difference of that number. Eg which numbers have a difference of 0.6 – they could use 1.3 and 0.7. You could say they must use at least one number greater than 1.
6. Give the children a number and ask for 2 cards which add up to that number, or ask them to use 3 cards. If they have to make 1.9, they should use tenths that add to 0.9 along with 1 – so they might pick 1.5 and 0.4, because 5 and 4 make 9 and they have the 1 from 1.5
7. Match digit cards to fractions and mixed fractions, both using fractions $1.3 = 1 \frac{3}{10}$ or visual representation.

