

Grade 5

# Fill 'Er Up

Module 2- Place Value and Addition and Subtraction of Whole Numbers and Decimals

Decimal numbers are numbers that are written using place value. Use a decimal point to separate the whole number places from the places less than one. Addition with decimals is based on the same concept as adding whole numbers, combining quantities. Use this activity to help your child make sense of the quantities he/she is adding.

## Materials:

- 1 sheet of Decimal Grids per player
- 1 set of Decimal Cards
- 2 or more crayons, markers, colored pencils, or colored pens per player
- A sheet of paper

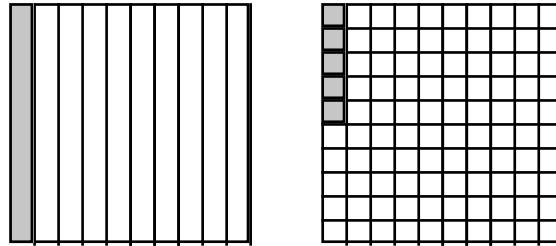
## Object of the Game:

The object of the game is to be the first player to fill in both of his/her grids.

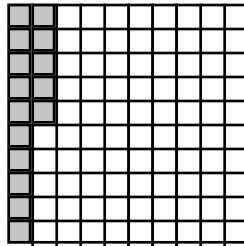
## Directions:

1. Cut apart and shuffle the Decimal Cards.
2. Turn over four Decimal Cards from the pile. Arrange the cards so all players can see them.
3. Player 1 chooses one of the four cards and shades in the amount indicated on his/her grid(s). This can be done in different ways.

For example, if Player 1 selects 0.15, he/she could shade one tenth on one grid and five hundredths on the other such as this:



OR, Player 1 could shade all fifteen hundredths on one grid such as this:



4. Player 1 will keep a record of the total amount he/she has shaded on the blank paper. For example, Player 1 would write "0.15."
5. Discard the used card and turn over another card to replace the one used. There should always be four cards available from which a player can choose.
6. Player 2 then follows steps 3 - 5.
7. Starting with round 2, players keep a running total of the amount shaded in by adding each new amount to the previous total on the sheet of paper.
8. Play continues until one player reaches "2."
9. If a player cannot fill in on his/her grid an amount from any of the four cards displayed, he/she loses his/her turn. If the other

player also cannot fill in an amount, reshuffle all the cards and turn over four new cards.

5. The winner is the first player to have filled in both of his/her grids completely having reached "2."

**Questions to ask your child while playing:**

How did you decide which card to choose?

Is there a card you wish you had chosen instead of the one you did? Why?

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0.1 one tenth	0.2 two tenths	0.3 three tenths
0.4 four tenths	0.5 five tenths	0.6 six tenths
0.7 seven tenths	0.8 eight tenths	0.9 nine tenths
0.05 five hundredths	0.15 fifteen hundredths	0.25 twenty-five hundredths



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and Decimals

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0.35 thirty-five hundredths	0.45 forty-five hundredths	0.55 fifty-five hundredths
0.65 sixty-five hundredths	0.75 seventy-five hundredths	0.85 eighty-five hundredths
0.95 ninety-five hundredths	0.02 two hundredths	0.08 eight hundredths
0.03 three hundredths	0.07 seven hundredths	0.01 one hundredth

