# Counting in tenths

**Purpose:**
You can help your child to learn the sequence of decimal numbers in tenths. For example: 1.1, 1.2, 1.3, 1.4, 1.5, 1.6, 1.7, 1.8, 1.9, 2.0 and so on


**What you need:**
- 1 set of playing cards.  (Ace = 1, Jack, King, Queen =0)
- 1 button or small round object

**What to do:**
Ask your child to choose 3 cards from the pack. Use the button as the decimal point to make a number with <u>one</u> decimal place. For example: 2 3 8 could be 2 3 • 8 or 2 8 • 3

Ask your child to count on from this number in tenths. 23•8, 23•9, 24•0, 24•1, 24•2, 24•3

Ask your child to make a new number with the cards and this time to count <u>backwards</u> from the number.  82•3, 82•2, 82•1, 82•0, 81•9, 81•8,

**What to expect your child to do:**
- To count forwards and backwards in tenths
- To start they may need to write the numbers. They may need help with the change from .9 to a new whole number. For example:  5.8, <u>5.9</u>, <u>6.0</u>, 6.1, 6.2 etc
- To count without writing it down first

**He Kupu Māori:**

| tenths | hautekau |
|---|---|
| button | pātene |
| counter | porotiti |
| pack of cards | pūkei kāri |
| ace | hai |
| jack | haki |
| count foward | tatau whakamua |
| count backward | tatau whakamuri |
| decimal place | mati ā-ira |

**He Whakawhitinga Kōrero:**
- Tangohia kia toru ngā kāri i te pūkei. *(Take three cards from the pack.)*
- Hangaia he tau kia kotahi tōna mati ā-ira. *(Make a number with one decimal place.)*
- Whakamahia te porotiti hei ira. *(Use the counter as the decimal point.)*
- Pānuihia te tau kua hangia e koe. *(Read the number you have made.)*
- Tatauria whakamua ngā hautekau. *(Count forward in tenths.)*
- Tatauria whakamuri ngā hautekau. *(Count backward in tenths.)*