

➤ Notes for parents. Activity next page.

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

- Add numbers that are multiples of one tenth, like, 0.3, 0.6 and 0.8
These numbers are also called one place decimals.
- Use place value with 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 one place decimals is tricky when your child needs to add over a one. For example, if their score is 1.8 and they move their counter to 0.7 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: 0.3 or 3 tenths)

“How many of the 0.7 will be left?” (Answer: 0.5 or 5 tenths)

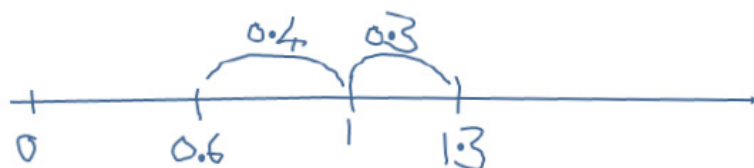
“So if you add on that 5 tenths what will your score be?” (Answer: 2.5)

The game has strategy so you and your child will need to think ahead. Getting 5 exactly takes some planning. It pays to start planning moves ahead when you reach about 3. As you can only move along lines you cannot move to any number you like.

Suppose your score is 3.4 and your counter is on 0.8. You will need to plan a path that gets exactly 1.4 to win (that’s $5 - 3.4$). Travelling to 0.7 then 0.9 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:



He tauira kōrero Māori

Kia rua ngā kaitākaro mō tēnei kēmu. Kia kotahi te porotiti mā ia kaitākaro.	This is a game for two players. Each player needs a counter.
Kōwhira tētahi o ngā tau, ka whakatakoto ai i tō porotiti ki runga.	Choose a number and put your counter on it.
Ka whai tētahi kaitākaro i tētahi ki te nuku i tana porotiti ki tētahi atu tau e honoa ana ki te rārangi.	Each player takes turns to move their counter to a another number which is connected with a line.
Tāpiria te tau hou ki te tapeke o mua.	Add the new number to the previous total.
Kia tae atu ki a koe anō, kāore e whakaaetia kia hoki atu ki te tau o mua. Me nuku kē ki tētahi tau hou anō.	When its your turn again, you're not allowed to go back to your previous number. You need to move to a new number.
Ko te kaitākaro tuatahi kia eke tana tapeke ki te 5, ko ia te toa.	The first player to reach 5 is the winner.
Ki te hipa ki tua atu i te 5, kei raro e putu ana.	If you go over 5 you're out.
Tāpiria te kore ira whitu (0.7) me te kore ira iwa (0.9). E hia te tapeke?	Add 0.7 and 0.9. What is the total?
Tāpiria te 0.3 ki te 0.7 kia eke ki te 1.0. E hia atu anō hei tāpiri atu?	Add 0.3 to the 0.7 to take you to 1.0. How much more needs to be added?
Ko te 0.6 hei tāpiri tonu ki te kotahi – ko te 1.6 tērā.	There's still 0.6 to add to the one. So that makes 1.6.
Hui katoa, i tāpiria te 0.3 me te 0.6 – ko te 0.9 tērā i tāpiria atu.	Altogether, 0.3 and 0.6 were added – so thats adding 0.9.
Me pēhea te whakaatu i tēnei rautaki tāpiri ki te rārangi tau?	How can we show this adding strategy on a number line?



Kia rua ngā kaitākaro mō tēnei kēmu. Kia kotahi te porotiti mā ia kaitākaro. Kōwhira tētahi o ngā tau, ka whakatakoto ai i tō porotiti ki runga. Ka whai tētahi kaitākaro i tētahi ki te nuku i tana porotiti ki tētahi atu tau e honoa ana ki te rārangi. Tāpiria te tau hou ki te tapeke o mua. Kia tae atu ki a koe anō, kāore e whakaaetia kia hoki atu ki te tau o mua. Me nuku kē ki tētahi tau hou anō. Ko te kaitākaro tuatahi kia eke tana tapeke ki te 5, ko ia te toa. Ki te hipa ki tua atu i te 5, kei raro e putu ana.

