Multiplying Decimals (decimal x decimal)

Materials: 2 ten-sided dice (marked in tenths)

1. Work with a partner. Take turns to roll two decimal dice and find the product by shading in a hundredths grid.

2. After each round explain your model to your partner.

3. After six rounds add your products. The player with the greatest sum wins.

Max rolls 0.3 and 0.4. Max draws 0.3 vertically on his grid. He then shades 0.4 horizontally. The space where they overlap (the product) is 0.12, or 12 hundredths.

\[0.3 \times 0.4 = 0.12\]