Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_

Resource Page

NBT.7: Adding, Subtracting, Multiplying, and Dividing Decimals

|  |  |
| --- | --- |
| Adding and Subtracting Decimals | |
| 56**.**3 (Line ‘Em Up)  + 3**.**45 | Remember the Chant!  Rule 1: **Line ‘Em Up**  Rule 2: **Drop It Down**  Rule 3: **Fill ‘Em In**  Rule 4: **+ or** |
| 56**.**3  + 3**.**45 (Drop It Down)  **.** |
| 56**.**3**0**  + 3**.**45 (Fill ‘Em In)  **.** |
| 56**.**3**0**  **+** 3**.**45 (+ or ̶ )  59**.**75 |
|  | |
| Multiplying Decimals With Models | |
| 0.7 x 0.3 = 0.21    Shade in 7 columns  0.7 Each column = .1   |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  |     0.3  Shade in 3 rows  Each row = .1 | |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  |  |  |   How many units are filled with both designs?  21 units  0.7 x 0.3 = 0.21 |
| Multiplying Decimals  with Area Models | Multiplying Decimals  with Partial Products |
| 1.3 x 2.4 = 3.12   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  | |  |  |  |  |  |  | |  |  |  |  |  |  | |  |  |  |  |  |  |   2.4  1.3 | 1.3 x 2.4 = 3.12  10 + 3  260  + 52  312**.**  20  +  4   |  |  | | --- | --- | | 200 | 60 | | 40 | 12 |   Steps:  1. Multiply like multiplying with whole numbers  2. Count the number of digits to the right of the decimal point in your original factors  There are 2 digits to the right of the decimal point (1.3 x 2.4)    3. Move the decimal in the product 2 places to the left.  312**.** move decimal 3**.**12 |
| 2.4  Decimal point is moved by how many digits are to the right of the decimal in the factors.  X 1.3  .12 (.3 x .4)  .6**0** (.3 x 2)  .4**0** (1 x .4)  + 2.**00** (1 x 2)  3.12  “Fill Em In” with zeros to help line up the numbers | |