Application | Add Decimals to the Hundredths

Activities, Structures, and Considerations

Use the chart below to determine how to use the Application resources to best meet the needs of your students. The activities provide opportunities for partner or independent work. Use any combination of the activities and structures to engage students in applying their understanding of adding decimals to the hundredths.

Read–Draw–Write

Support students as they use this simple, repeatable process to solve problems. The more students participate in reasoning through problems with this systematic approach, the more they internalize these practices and thought processes. The Read–Draw–Write (RDW) process is a way students can make sense of problems, choose and apply mathematical strategies, and solve. Here are the steps students take when using the RDW process.

- **Read** the problem all the way through. Then reread a chunk at a time. As you reread, ask yourself, "Can I draw something?" Then ask, "What can I draw?"
- **Draw** to represent the problem as you reread. Add to or revise your drawing as you uncover new information or discover what is unknown. As you draw, label what is known and what is unknown. When you finish rereading and drawing, ask yourself, "What does my drawing show me?" Let your drawing help you find a way to solve.
- **Write** number sentences or equations to represent your thinking. Solve. Then use your solution to write a statement that answers the original question.

Activity	Structure(s)	Considerations
Solve a Problem	Independent Work Partner Work	• Consider providing the Read–Draw–Write Tool to support students as they solve problems involving adding decimals to the hundredths. Two printable versions of the Read–Draw–Write Tool can be found in the Implementation Guide. • Consider inviting students to share their work with a partner. Students can compare solution paths and make connections between different representations. • Consider providing students with the Solve a Problem Recording Page as an alternative to working on a personal whiteboard.
Play a Game	Partner Work	• Consider using a standard deck of playing cards if you do not have *Eureka Math*^{2} cards.
Solve a Task	Partner Work	• Consider providing place value charts to support students as they add decimals.

Solve a Problem

Materials

- Personal whiteboard
- Application Word Problem Cards
- Solve a Problem Recording Page (optional)

Students use the **Read–Draw–Write** Write process to solve word problems involving adding decimals to the hundredths. Students can record solutions on a whiteboard or on the Solve a Problem Recording Page. Problems 1 and 2 each require composing in the tenths place. Problem 3 requires composing in both the hundredths and tenths places.

Teacher Tip

Consider facilitating one of the Application activities with a small group of students. Facilitating an Application activity enables you to informally monitor progress and provide support as needed.

Play a Game: Decimal Addition Top It

Materials

- *Eureka Math*[2] cards (or a standard deck of playing cards)
- Game Instruction Card
- Personal whiteboard
- Play a Game Recording Page

Students work with a partner to play a game involving adding decimals to the hundredths.

Preparing to Play

- Remove the 10, J, Q, K, and joker cards. Aces represent 1.
- Shuffle the remaining cards. Deal the same number of cards to each player. Put the cards into a stack facedown.

Playing the Game

- Each player takes three cards off the top of their pile and records a decimal number on the Play a Game Recording Page.
- Each player takes three more cards off the top of their pile and makes another decimal number.
- Each player adds their numbers. The player with the greater sum takes all the cards and puts them at the bottom of their stack. If the sums are equal, it is time to Top It! and play another round.
- The player with the most cards at the end of the game wins.

Solve a Task

Materials

- Solve a Task Student Page
- Place value chart (optional)

Students work with a partner to solve a multi-part task involving adding decimals to the hundredths. They are given important information about the problem and an image to support their understanding of the context. Then students solve three problems related to the given context. The problems require students to think critically about how to use the given information to determine a solution.

Answer Key

Solve a Problem

1. An accurate picture is drawn to represent the problem; Miss Wong walks 6.43 kilometers in total.

2. An accurate picture is drawn to represent the problem; Mr. Endo spends $6.34 in total.

3. An accurate picture is drawn to represent the problem; Casey uses 2 cups of rice in total.

Solve a Task

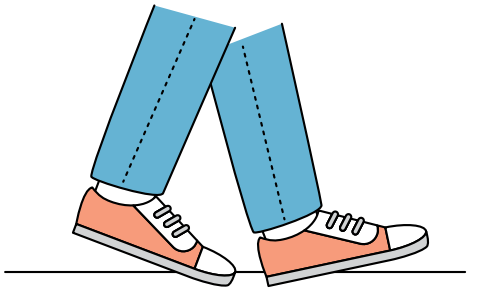
1. The total cost of a notebook and a box of crayons is $2.15.

2. Oka buys a box of crayons and a glue stick.

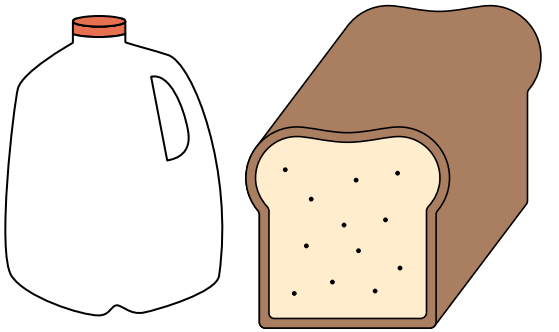
3. I can add the cost of a glue stick and a box of markers without composing any new units. The total cost of a glue stick and a box of markers is $2.99.

Word Problem Cards

1 On Monday, Miss Wong walks 2.75 kilometers. On Tuesday, she walks 3.68 kilometers. How many kilometers does Miss Wong walk in total?



2 Mr. Endo buys a gallon of milk for $3.49 and a loaf of bread for $2.85. How much does Mr. Endo spend in total?



3 Casey uses 1.25 cups of brown rice and 0.75 cups of white rice for a recipe. How much rice does Casey use in total?

Student Edition | Printable pages for students

Application | Solve a Problem

Use the **Read–Draw–Write** process to solve the problem on the card. Record the problem number and show your work.

Problem Number _____

Game Instruction Card

Decimal Addition Top It

What You Need

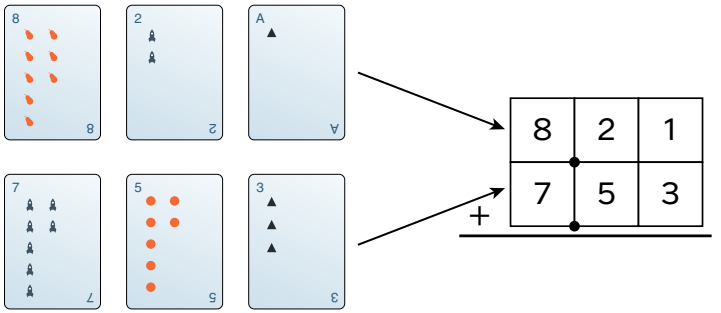
- *Eureka Math*^{2} cards (or a standard deck of playing cards) with the 10, jack, queen, king, and joker cards removed. Aces represent 1.
- Game Instruction Card
- Play a Game Recording Page in a personal whiteboard

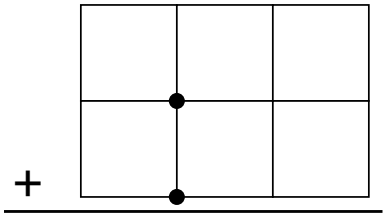
How to Play

1. Mix up the cards. Deal the same number of cards to each player. Put the cards into a stack facedown.
2. At the same time as the other player, turn over three cards. Use the cards to record a decimal number on the Play a Game Recording Page.
3. At the same time as the other player, turn over three more cards. Use the cards to make another decimal number.
4. Add the two numbers.
5. If you have the greater sum, take all the cards. Put them at the bottom of your stack.
6. If the sums are equal, it is time to Top It! Play another round. The player with the greater sum takes the cards from both rounds.

How to Win

The player with the most cards at the end of the game wins.





tens	ones	tenths	hundredths

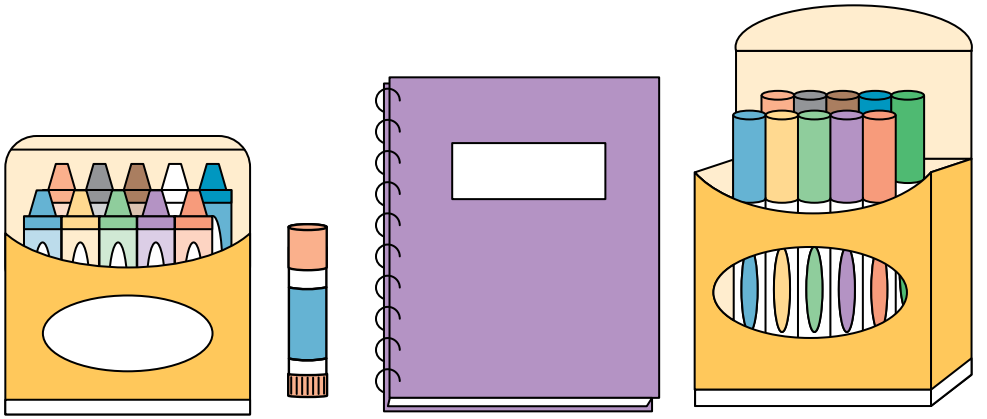
NAME _____ DATE _____

Application | Solve a Task

School Supplies

The table shows the item name and price of school supplies.

Item Name	Price
Box of crayons	$0.86
Glue stick	$0.68
Notebook	$1.29
Box of markers	$2.31



1 What is the total cost of a notebook and a box of crayons?

NAME _____ DATE _____

Application | Solve a Task

2 Oka has 1 dollar bill, 5 dimes, and 5 pennies. She buys two items. Which two items does Oka buy?

3 For which two items can you find the total cost without composing any new units? What is the total cost of these two items?