In this activity you will be using money notation and applying your ability to multiply by numbers by 10. Think about the values of the digits as they move places and <u>remember</u> the decimal point is <u>fixed</u>.

You will also use a calculator, so remember to think about whether a zero is a place keeper (£1.05) or whether the calculator may have 'dropped' a zero (£2.50 - 2.5).

Item	1 of each	10 of each
book	£0.30	£3.00
jigsaw	£0.75	
toy car	£0.45	
sunglasses	£1.20	
plate	£0.75	
calculator	£1.50	£15.00
rucksack	£2.99	
comic	£0.15	
TOTAL		

Item	1 of each	10 of each
football	£0.65	
pencil	£0.12	
model boat	£5.00	
cutlery	£0.25	
tea cup	£0.99	
baseball cap	£1.35	
felt tips	£0.89	
TOTAL		

Use your calculator to add up the grand total for each column. This will help you develop your calculator skills, including using decimals.

In this activity you will be using money notation and applying your ability to multiply by numbers by 10 and 100. Think about the values of the digits as they move places and <u>remember</u> the decimal point is <u>fixed</u>.

You will also use a calculator, so remember to think about whether a zero is a place holder (£1.05) or whether the calculator may have 'dropped' a zero (£2.50 - 2.5).

Item	1 of each	10 of each	100 of each	5 of each	50 of each
book	£0.30	£3.00	£30.00	£1.50	£15.00
jigsaw	£0.75				
toy car	£0.45				
sunglasses	£1.20				
plate	£0.75				
calculator	£1.50	£15.00	£150.00	£7.50	£75.00
rucksack	£2.99				
comic	£0.15				
football	£0.65				
pencil	£0.12				
model boat	£5.00				
cutlery	£0.25				
tea cup	£0.99				
baseball cap	£1.35				
felt tips	£0.89				
TOTAL					

Use your calculator to add up the grand total for each column. This will help you develop your calculator skills, including using decimals.

In this activity you will be using money notation and applying your ability to multiply by numbers by 10 and 100. Think about the values of the digits as they move places and <u>remember</u> the decimal point is <u>fixed</u>.

You will also use a calculator, so remember to think about whether a zero is a place holder (£1.05) or whether the calculator may have 'dropped' a zero (£2.50 - 2.5).

Item	10 of each	100 of each	5 of each	50 of each	2 of each	4 of each
book	£3.00	£30.00	£1.50	£15.00	£0.60	£1.20
jigsaw						
toy car						
sunglasses						
plate						
calculator	£15.00	£150.00				
rucksack						
comic						
football						
pencil						
model boat						
cutlery						
tea cup						
baseball cap						
felt tips						
TOTAL						

<u>Use your calculator</u> to add up the grand total for each column. This will help you develop your calculator skills, including using decimals.

In this activity you will be using money notation and applying your ability to multiply by numbers by 10 and 100. Think about the values of the digits as they move places and remember the decimal point is <u>fixed</u>.

You will also use a calculator, so remember to think about whether a zero is a place holder (£1.05) or whether the calculator may have 'dropped' a zero (£2.50 - 2.5).

Item	10 of each	100 of each	5 of each	50 of each	25 of each	1000 of each
book	£3.00	£30.00	£1.50	£15.00	£7.50	£300.00
jigsaw						
toy car						
sunglasses						
plate						
calculator	£15.00					
rucksack						
comic						
football						
pencil						
model boat						
cutlery						
tea cup						
baseball cap						
felt tips						
TOTAL						

<u>Use your calculator</u> to add up the grand total for each column. This will help you develop your calculator skills, including using decimals.