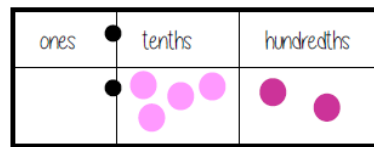
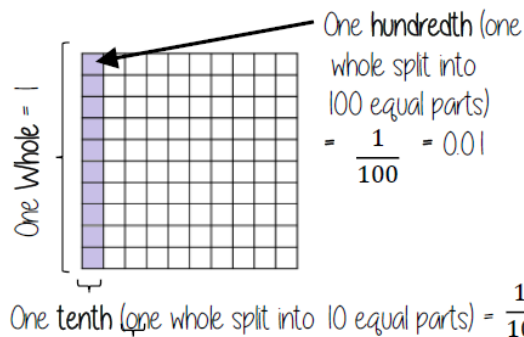


Knowledge Organiser: Year 7 Maths; Structure of number – Place Value (Part 1)

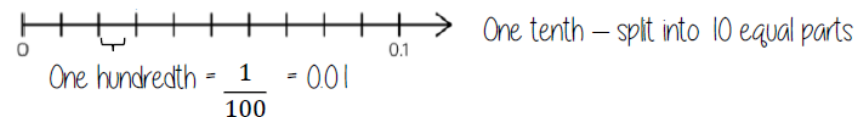
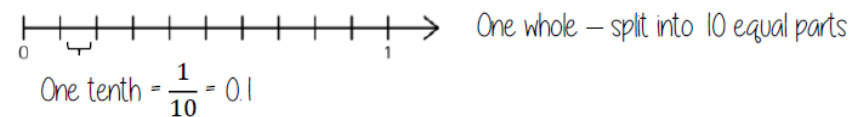


Tenths and hundredths



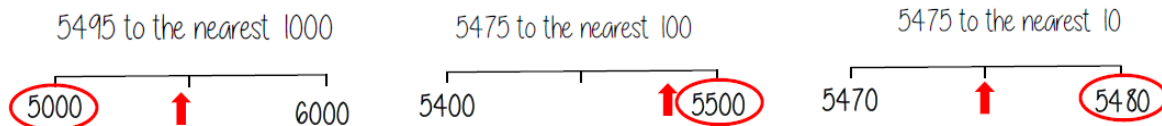
0 ones, 5 tenths and 2 hundredths
 $0 + 0.1 + 0.1 + 0.1 + 0.1 + 0.1 + 0.01 + 0.01$
 $= 0 + 0.5 + 0.02$
 $= 0.52$

On a number line



Round to powers of 10

If the number is halfway between we "round up"



Round to decimal places

2.46192

Focus on the numbers after the decimal point

"To 1dp" – to one number after the decimal

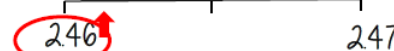
"To 2dp" – to two numbers after the decimal

2.46192 (to 1dp) – Is this closer to 2.4 or 2.5



2.4 6192 This shows the number is closer to 2.5

2.46192 (to 2dp) – Is this closer to 2.46 or 2.47



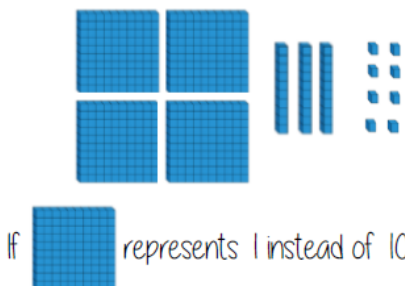
2.46 192 This shows the number is closer to 2.46

Addition/ Subtraction with decimals

4	.	3	8
7	.	9	0

0 can be used to fill empty places with value

The decimal place acts as the placeholder and aligns the other values



$$5.43 + \frac{8}{10}$$

Revisit Fraction – Decimal equivalence
 $5.43 + 0.8$

Keywords

Significant: Place value of importance

Round: Making a number simpler but keeping its value close to what it was

Decimal: Place holders after the decimal point

Commutative: changing the order of the operations does not change the result

Associative: when you add or multiply you can do so regardless of how the numbers are grouped

Inverse: the operation that undoes what was done by the previous operation. (The opposite operation)

Placeholder: a number that occupies a position to give value

Tenth: one whole split into 10 equal parts

Hundredth: one whole split into 100 equal parts

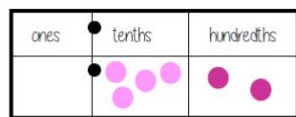
Knowledge Organiser: Year 7 Maths; Structure of number – Place Value (Part 2)



Decimals

We say "nought point five two"

Five tenths and two hundredths



$$\begin{aligned} &0 \text{ ones, 5 tenths and 2 hundredths} \\ &0 + 0.1 + 0.1 + 0.1 + 0.1 + 0.1 + 0.01 + 0.01 \\ &= 0 + 0.5 + 0.02 \\ &= 0.52 \end{aligned}$$

Mental methods for decimals

Multiplying by a decimal < 1 will make the original value smaller e.g. $\times 0.1 = \div 10$

Methods for multiplication 12×0.03

$$\begin{array}{l} 12 \times 3 = 36 \\ 12 \times 3 = 3.6 \\ 12 \times 0.3 = 0.36 \\ 12 \times 0.03 = 0.036 \end{array} \quad \begin{array}{l} 12 \times 3 = 36 \\ \div 10 \downarrow \div 100 \downarrow \div 1000 \downarrow \\ 12 \times 0.03 = 0.036 \end{array}$$

Methods for addition $2.3 + 2.4$

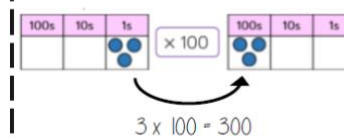
$$\begin{aligned} 2 + 2 &= 4 \\ 0.3 + 0.4 &= 0.7 \\ 4 + 0.7 &= 4.7 \end{aligned}$$

Methods for division $15 \div 0.05$

Multiply by powers of 10 until the divisor becomes an integer

$$\begin{array}{c} 1.5 \div 0.05 \\ \times 100 \quad \times 100 \\ \hline 150 \div 5 = 30 \end{array}$$

Multiply/Divide by powers of 10



$$3 \times 100 = 300$$



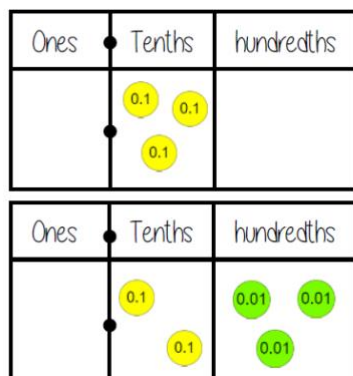
$$0.03 \times 100 = 3$$

Repeated multiplication and division by powers of 10 is commutative.

$$\div 10 \text{ then } \div 10 \longrightarrow \div 100$$

Comparing decimals

Which the largest of 0.3 and 0.23?



$$0.3 > 0.23$$

"There are more counters in the furthest column to the left"

0.30
0.23

Comparing the values both with the same number of decimal places is another way to compare the number of tenths and hundredths

Ordering Decimals

- 1) Do the whole number bit first, then the bit after the decimal point.
- 2) With numbers between 0 and 1, first group them by the number of 0s at the start. The group with the most 0s at the start comes first.

EXAMPLE:

Write these numbers in order, from smallest to largest:

11.9 13.56 7.143 11.6 7.7 2.6 8.91

- 1) First order them by the whole number bit from smallest to largest.

2.6 7.143 7.7 8.91 11.6 11.9 13.56

- 2) If two numbers have the same whole number bit, then order them by the size of the decimal.

2.6 7.143 7.7 8.91 11.6 11.9 13.56

In decimals, like in whole numbers, the value of the digits decreases from left to right.

0.256
tenths / hundredths / thousandths

Addition/Subtraction with decimals

The method's just the same, but start instead by lining up the decimal points.

EXAMPLES:

1. Work out $0.7 + 32.2 + 1.65$.

$$\begin{array}{r} 0.70 \\ 32.20 \\ + 1.65 \\ \hline 34.55 \end{array}$$

Decimal points lined up
It often helps to write in extra zeros to make all the decimals the same length
 $7 + 2 + 6 = 15$ — write 5 and carry the 1

$$\begin{array}{r} 0.70 \\ 32.20 \\ + 1.65 \\ \hline 34.55 \end{array}$$

$0 + 2 + 1 + \text{carried } 1 = 4$

2. Ryuji has £5 and spends 91p on a pie. How much does he have left?

$$\begin{array}{r} £5.00 \\ - £0.91 \\ \hline \end{array}$$

Decimal points lined up
0 is smaller than 1, so you can't do $0 - 1$.

$$\begin{array}{r} 4 \text{ } 10 \\ £5.00 \\ - £0.91 \\ \hline \end{array}$$

Borrow 10...

$$\begin{array}{r} 4 \text{ } 9 \text{ } 10 \\ £5.00 \\ - £0.91 \\ \hline £4.09 \end{array}$$

...then borrow 10 again
 $10 - 1 = 9$
 $9 - 9 = 0$
 $4 - 0 = 4$

EXAMPLE:

Write these numbers in order, from smallest to largest:

0.1 0.022 0.53 0.0011 0.027 0.023 0.0023

- 1) These are all between 0 and 1, so group them by the number of 0s at the start:

2 initial 0s: 0.0011, 0.0023
1 initial 0: 0.022, 0.027, 0.023
no initial 0s: 0.1, 0.53

- 2) Once they're in groups, just order them by comparing the first non-zero digits. (If the first non-zero digits are the same, look at the next digit along instead.)

0.0011 0.0023 0.022 0.023 0.027 0.1 0.53



How do we use Knowledge Organisers in Mathematics?

How can you use knowledge organisers at home to help us?

- **Retrieval Practice:** Read over a section of the knowledge organiser, cover it up and then write down everything you can remember. Repeat until you remember everything.
- **Flash Cards:** Using the Knowledge Organisers to help on one side of a piece of paper write a question, on the other side write an answer. Ask someone to test you by asking a question and seeing if you know the answer.
- **Mind Maps:** Turn the information from the knowledge organiser into a mind map. Then reread the mind map and on a piece of paper half the size try and recreate the key phrases of the mind map from memory.
- **Sketch it:** Draw an image to represent each fact; this can be done in isolation or as part of the mind map/flash card.
- **Teach it:** Teach someone the information on your knowledge organiser, let them ask you questions and see if you know the answers.

How will we use knowledge organisers in Mathematics?

Knowledge organisers will be used before I complete a Learning Check or Common Assessment. I will spend part of the lesson looking over each of the key topics of the half term before completing the Learning Check or Common Assessment.

I will also use these at home to complete my own independent learning and revision of these key topics.

GLUE HERE