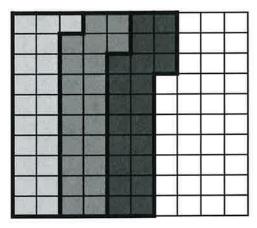
# Strategies for Multiplying Decimals by Whole Numbers

 $0.21 \times 3 = 0.63$ 



0.21 0.21 0.21

## Modeling with Hundredths Blocks:

- 1. Take your decimal number (your first factor) and shade in that many squares of your hundredths block.
- 2. Do this as many times as the second factor (your whole number)
- 3. Count up your boxes and that's how many hundredths you have.
- 4. Write in proper decimal form.

#### Standard Multiplication Algorithm:

Step 1: Multiply as you would with whole numbers.

Step 2: Count how many digits you have after EVERY decimal point in the problem

Step 3: Move the decimal point to the LEFT as many places as there are digits behind the decimal

#### Repeated addition:

0.21

021

+ 0.21

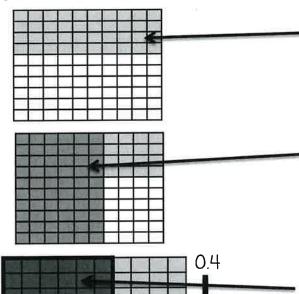
0.63

# Strategies for Multiplying Decimals by Decimals

 $0.4 \times .6 = 0.24$ 

0.24

0.6



Modeling with Hundredths Blocks:

- 1. Take your first decimal number (your first factor) and shade in that many squares of your hundredths block horizontally (side to side).
- 2. Take your second decimal number (your second factor) and shade in that many squares of your hundredths block vertically (up and down).
- 2. Count up the boxes that are overlapped by both shadings.
- 3. Write in proper decimal form.

### Standard Multiplication Algorithm:

Step 1: Multiply as you would with whole numbers.

Step 2: Count how many digits you have after EVERY decimal point in the problem.

Step 3: Move the decimal point to the LEFT as many places as there are digits to the right of the decimal.

.4 .4 ← 1 place x .6 x .6 ← 1 place 24 24 2 places total

.4 .4 x.6 x.6 24 .2<sup>L</sup>