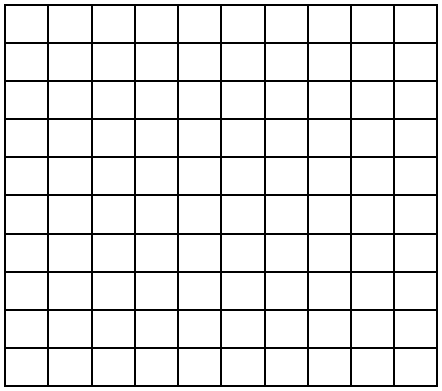
**Modeling Computations With Decimals** Name _____

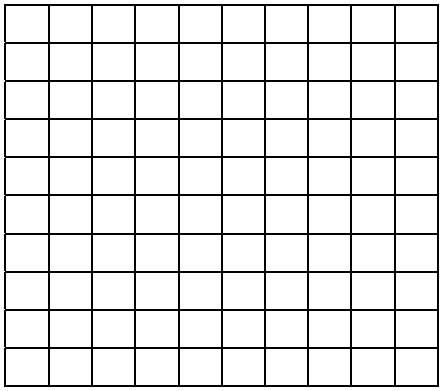
Decide if the answer will be **> or <** the original number. Estimate the answer. Then, shade the areas indicated to show each problem, and use mathematics to show the algorithms for multiplying and dividing.

1. 0.1 + 0.5



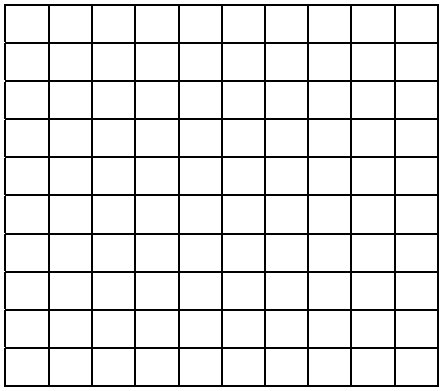
How much is ___ and ___?

2. 0.3 + 0.25



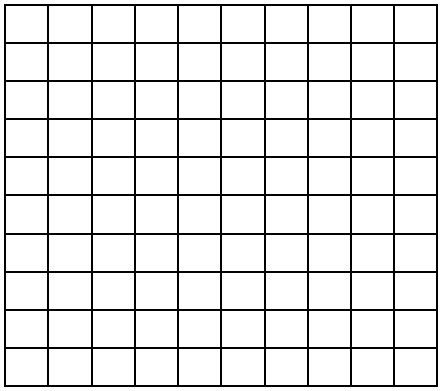
How much is ___ and ___?

3. 0.4 + 0.40



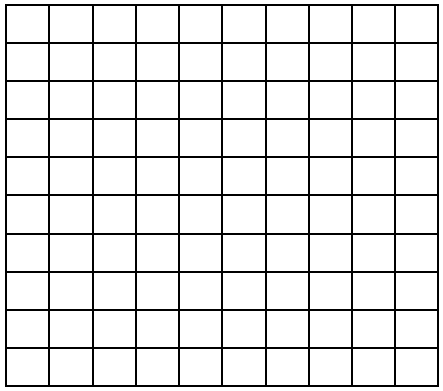
How much is ___ and ___?

4. 0.4 – 0.1



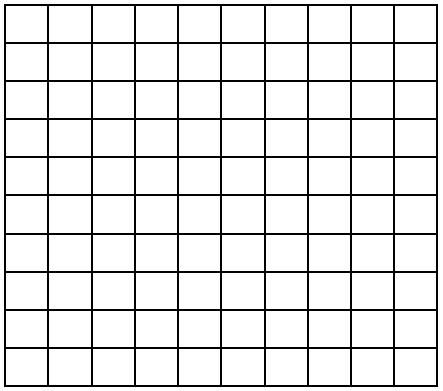
What is ___ take away ___?

5. 0.5 – 0.25



What is ___ take away ___?

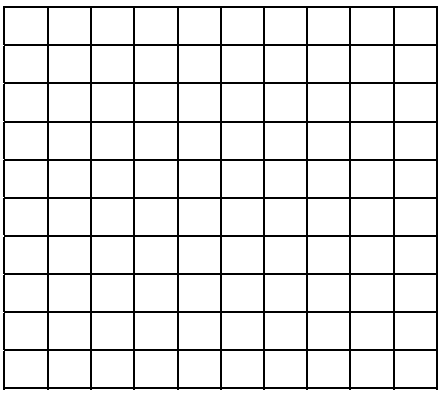
6. 0.6 – 0.60



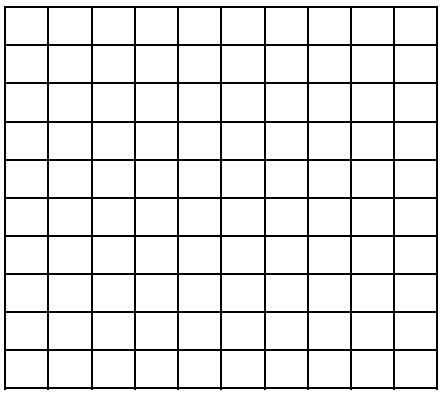
What is ___ take away ___?

Make up one decimal addition and one decimal subtraction problem of your own.

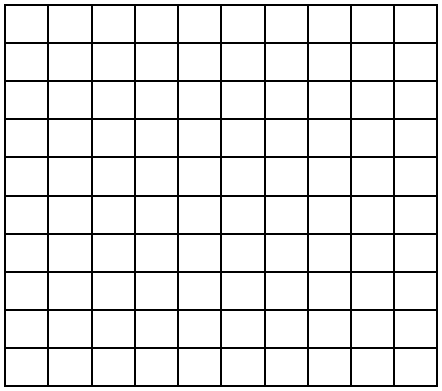
7.



8.

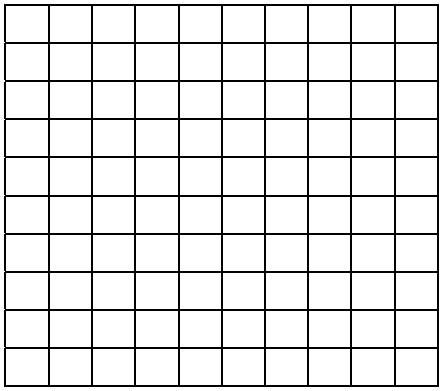


9. 2 x 0.25



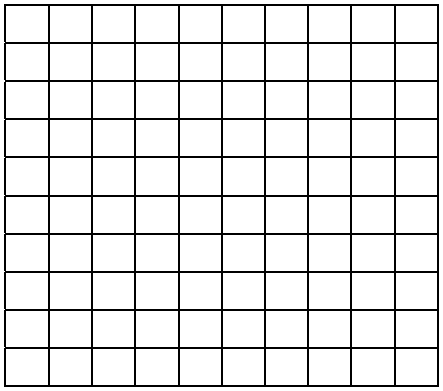
How much is ___ of ___?

10. 0.20 x 0.8



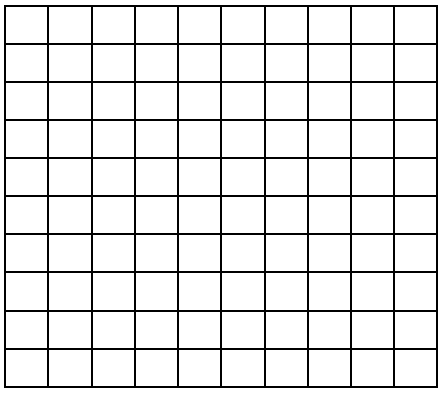
How much is ___ of ___?

11. 0.5 x 0.50



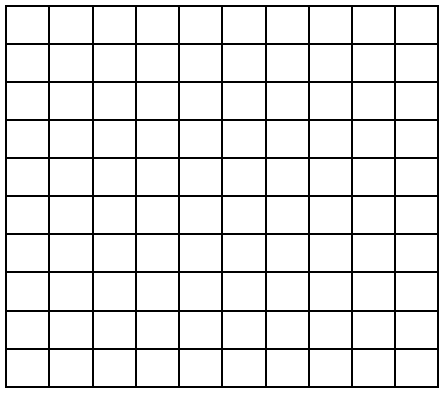
How much is ___ of ___?

12. 0.4 ÷ 0.1



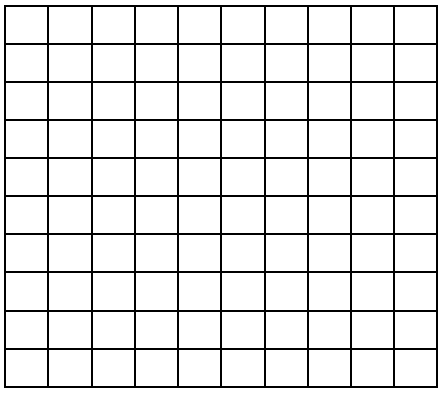
How many ___ in ___?

5. 0.5 ÷ 0.25



How many ___ in ___?

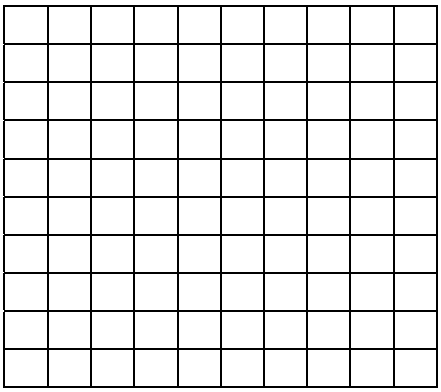
6. 0.3 ÷ 0.30



How many ___ in ___?

Make up one decimal multiplication and one decimal division problem of your own.

7.



8.