

Gary's BLOOMING Business

A Standing Order

This activity is done with children divided into small groups.

-  Print and cut out the decimal number cards on page 2.
-  Hand out a decimal number card to each child.
-  Ask the children to arrange themselves in order based on their cards.

BONUS: Have the children keep the same cards and divide them into different groups. This will "mix up" the cards so that children have a new set of decimal numbers to put in order. Ask the children to arrange themselves in order again.



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A Standing Order

0.25	1.06	12.45	67.29	99.08	253.09
0.34	3.75	17.81	68.32	107.02	353.90
0.56	3.90	26.26	76.99	123.99	476.87
0.72	5.67	26.98	77.80	124.64	489.89
0.93	9.20	42.44	97.56	200.00	500.00

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Find Your Place

- Print out the 10 cards numbered 0 through 9 on page 4.
- Line up cards in a row on the floor to make a number (for example, 5, 3, 7, 6, 2). Simplify this activity by making a shorter number, or for a greater challenge, make a longer number.
- Have one child stand behind each number. Pick another child to be the decimal point.
- Read the number aloud as a decimal number (for example, "five hundred thirty-seven and sixty-two hundredths").
- The child who is the decimal point decides where to stand to put the decimal point in the correct place. If that child is incorrect, another child becomes the decimal point and chooses a new place to stand.
- Once the decimal point is in the correct place, ask each child standing behind a number to identify their place value.
- Create new numbers until each child has a chance to play.



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Find Your Place

0

1

2

3

4

5

6

7

8

9



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Set Up Shop

- 🌸 Print and cut out the money (bills and coins) on page 6.
- 🌸 Print out multiple copies of the worksheet on page 7.
- 🌸 Give each child five worksheets. Ask the children to draw an object on each worksheet and fill out the price tag, using decimal numbers for the prices.
- 🌸 Divide the children into groups. Have each group set up a shop to sell the objects they drew. Give money to each group. Customers will need money to buy items. The shopkeeper will need money to make change.
- 🌸 Within each group, children take turns playing the customer and the shopkeeper. The customers choose objects to buy and bring them to the shopkeeper. The shopkeeper adds up the prices of the objects.
- 🌸 The customer should check the total and pay the shopkeeper. The shopkeeper should count out any change due to the customer.
- 🌸 End the activity with a class discussion of these questions: *What was fun about the activity? What was challenging? Why is it important to keep the decimal point in the correct place?*



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