

MYSTERY PLAYGROUND SCORE

- 1 Sketch a place-value mat with units, tenths, hundredths and thousandths columns.
- 2 Clue: I have three tenths. Write **3** in the tenths column. Number so far: 0.3??
- 3 Clue: I have seven hundredths. Write **7** in the hundredths column. Number so far: 0.37?
- 4 Clue: My thousandths digit is 5. Write **5** in the thousandths column.
- 5 The mystery number that fits all three clues is 0.375.

WARM-UP

Use the place-value mat to build each mystery number one digit per cell.

U	t	h	th

1. On the first row write 0.375 by placing 0 in units, 3 in tenths, 7 in hundredths and 5 in thousandths.
2. On the second row write 0.42 by placing 0 in units, 4 in tenths and 2 in hundredths.
3. On the third row write 0.204 by placing 0 in units, 2 in tenths, 0 in hundredths and 4 in thousandths.

PRACTICE

- 1 A card-game mystery card says 'I have **9** tenths and **6** hundredths'. Write the decimal it describes so far.
- 2 On a playground hopscotch board the chalk clue reads 'I have **6** tenths and **0** hundredths'. What number is shown so far?
- 3 A board-game spinner lands on a tile that says 'My tenths digit is **1** and my hundredths digit is **8**'. Write that number so far.
- 4 In a treasure-hunt game the four clues on the map are: I have **0** units; I have **3** tenths; my thousandths digit is **2**; my hundredths digit is double my thousandths digit. Find the number.
- 5 A dice-and-cards game reveals the clues 'I have nine hundredths and one tenth. My thousandths digit is **6**. I have **0** units'. What mystery score fits?

? ALWAYS, SOMETIMES, NEVER

Always, sometimes or never true? Write A, S or N.

- a. The clue 'I have four tenths' fixes the tenths digit as 4.
- b. On its own, the clue 'my hundredths digit is even' leaves more than one possible hundredths digit.
- c. Reading the same set of clues in a different order changes the final mystery number.
- d. A single place-value clue fills every column on the mat at once.