

# Bricks: ordering decimals

## Strand

Counting and understanding number

## Learning objective

Position one-place decimals

## Type of starter

Reason

### Whiteboard tools

- Use the option to fix the first digit of the numbers, if required.
- Press 'go' to generate five bricks, each showing a number between 0 and 10 with one decimal place.
- Drag each brick into the gaps in the wall, with the smallest number in the lowest position, to complete the wall.
- If five bricks are positioned correctly, a 'Well done' message appears. If any bricks are placed incorrectly, a 'Try again' message appears. Press 'ok' and the bricks move back to their starting position.
- Press 'go' again to select a new set of bricks.

### What to do

Use this activity either to rehearse existing strategies for ordering decimals or to probe children's reasoning. Press 'go' to reveal five bricks, each showing a number between 0 and 10 with one decimal place. Ask the children to work as a whole class to decide the correct order, in pairs by writing answers on their individual whiteboards, or individually. Position the bricks in the wall by dragging and dropping them, or ask individual children to place them.

### Differentiation

**Less confident:** use a number line to support the children's ordering skills before positioning the bricks in the wall. Fix the first digit to limit the number range.

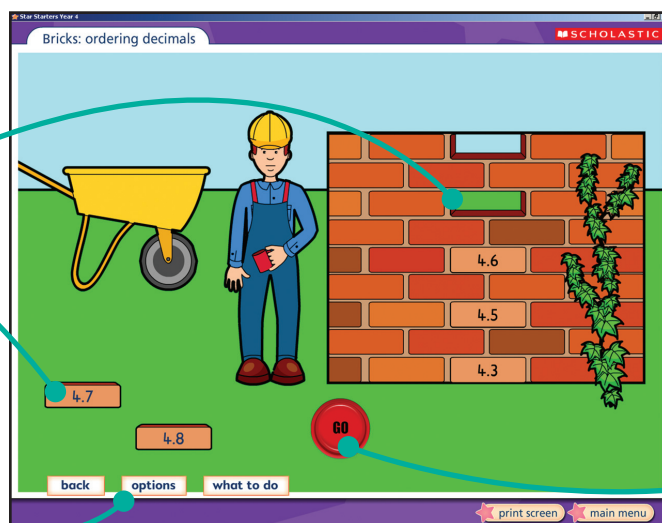
**More confident:** ask the children what would need to be added to the top brick to make 10.

### Key questions

- What does the number to the right/left of the decimal point represent on each brick?
- What would the new number be if 1, 2 or 3... is added to the number on the lowest brick?

bricks  
Order by dragging into wall

'options'  
Fix first digit if required



'go'  
Press to generate new bricks