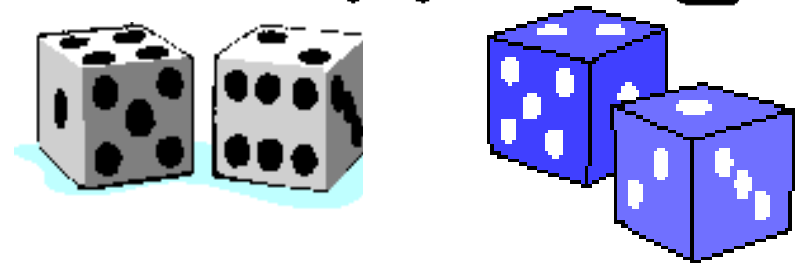

Teacher Support Material for
Grades Five & Six Mathematics

PUTTING EVERYTHING TO CHANCE



Produced
by the Philippines-Australia Hastening the Impact of PROBE (PA-HIP)
under the AusAID Vulnerable Groups Facility (VGF)



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Patterns, Order and Algebra. 1994

**PUTTING
EVERYTHING
TO CHANCE
(Teacher's Guide)**

**PUTTING
EVERYTHING
TO CHANCE**



Evaluation

The success of this material will be measured by :

- completion of activities on time
- active participation of the members of each group in doing the activities
- pupils' ability to give the place value of each digit of a given decimal
- pupils' ability to compare and order decimals.

Resource List

- User's Guide
- Activity Sheets 1 - 5
 - Activity Sheet 1 - Comparing & Ordering Decimals (tenths)
 - Activity Sheet 2 - Comparing & Ordering Decimals (Hundredths)
 - Activity Sheet 3 - Comparing & Ordering Decimals (Thousandths)
 - Activity Sheet 4 - Comparing & Ordering Decimals (Ones/Tenths)
 - Activity Sheet 5 - Comparing & Ordering Decimals (Ones/Tenths/Hundredths)
- Decimal Dice Order Sheets 1 - 5
- Dice (to be provided by the teacher)



Preparatiion

- Introduce decimal place values by relating them to whole number place value if possible, before letting the pupils work on the activity sheets.

CONTENTS

Procedure

- Divide the class into groups with three to four members.
- Provide the members of each group with individual activity sheet, Decimal Dice Order Sheet and a die.
- Let the members of the group perform the activity individually following the procedure in the activity sheet.
- Let them get the total of their individual scores. Whoever gets the highest score, is the winner.
- Do the same same with activities 2, 3, 4 and 5.

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Teaching Hints

- Replicate the activity sheets so that each pupil will be given a copy to work on.
- Allow the pupils to work on the activity for 10 minutes.
- Variations can be made in all the activities by changing lesser than to greater than (in the decimal dice order sheet) and making sure that the numbers at the left are greater than the numbers at the right.
- No Answer Key is provided because pupils are expected to have varied answers in all the activity sheets.



Description

This learning material focuses on activities which are designed for enrichment purposes to help develop the skills in comparing and ordering decimals.

This contains User's Guide and activity sheets. A Decimal Dice Order Sheet is used as means to recall all the numbers that will determine one's chance of winning.

Target Audience

Grades V & VI Pupils

Subject Matter

"Place Value in Decimals"

Mathematics in Everyday Life 5, pp. 134 - 135

Mathematics in Everyday Life 6, pp. 126 - 127

PELC (BEC) 1, 1.2

Duration

60 minutes

Objectives

After completing the activities, the pupils will be able to:

- give the place value of each digit of a given decimal
- compare and order decimals.



Activity Sheet 1

Time Frame: 10 minutes

Comparing and Ordering Decimal Numbers (Tenths)

Materials

Decimal Dice Order Sheet 1

Pen

Dice

Procedure

1. Each player must have a copy of the Decimal Dice Order Sheet 1 and a die.
2. Throw the die two times. Put the number in each boxes at each throw of the die.

If the number in the left box is lesser than the number in the right box, the player gets a score. The number in the right box will be the score of the player. If this is not so, the player scores zero.

Example

				Score	
•	<input type="text" value="2"/>	less than	•	<input type="text" value="4"/>	<u>4</u>
•	<input type="text" value="5"/>	less than	•	<input type="text" value="3"/>	<u>0</u>

4. Record the scores on the space provided and get the total score after the game. The player with the highest score, wins.

Decimal Dice Order Sheet 1

		SCORE
• <input type="text"/>	less than	• <input type="text"/> _____
• <input type="text"/>	less than	• <input type="text"/> _____
• <input type="text"/>	less than	• <input type="text"/> _____
• <input type="text"/>	less than	• <input type="text"/> _____
• <input type="text"/>	less than	• <input type="text"/> _____
• <input type="text"/>	less than	• <input type="text"/> _____
• <input type="text"/>	less than	• <input type="text"/> _____
• <input type="text"/>	less than	• <input type="text"/> _____
• <input type="text"/>	less than	• <input type="text"/> _____
• <input type="text"/>	less than	• <input type="text"/> _____
		TOTAL _____

Note: Avoid erasures in filling up the boxes.

Activity Sheet 2

Time Frame: 10 minutes

Comparing and Ordering Decimal Numbers (Hundredths)

Materials

Decimal Dice Order Sheet 2

Pen

Dice

Procedure

1. Each player must have a copy of the Decimal Dice Order Sheet 2 and a die.
2. Throw the die four times. Put the number in each of the boxes at each throw of the die.

If at the end of four throws, the numbers on the left hand boxes are lesser than the numbers on the right hand boxes, the player gets a score. The number in the first box at the right will be the score of the player. If this is not so, the player scores zero.

Example

		Score
•	<div style="display: inline-block; border: 1px solid black; padding: 2px 10px;">2</div> <div style="display: inline-block; border: 1px solid black; padding: 2px 10px; margin-left: 20px;">5</div> less than	• <div style="display: inline-block; border: 1px solid black; padding: 2px 10px;">5</div> <div style="display: inline-block; border: 1px solid black; padding: 2px 10px; margin-left: 20px;">1</div> <div style="margin-left: 20px; text-align: right;"> <u> 1 </u> </div>
•	<div style="display: inline-block; border: 1px solid black; padding: 2px 10px;">7</div> <div style="display: inline-block; border: 1px solid black; padding: 2px 10px; margin-left: 20px;">5</div> less than	• <div style="display: inline-block; border: 1px solid black; padding: 2px 10px;">3</div> <div style="display: inline-block; border: 1px solid black; padding: 2px 10px; margin-left: 20px;">5</div> <div style="margin-left: 20px; text-align: right;"> <u> 0 </u> </div>

4. Record the scores on the space provided and get the total score after the game. The player with the highest score, wins.

Decimal Dice Order Sheet 2 (Hundredths)

				SCORE
•	<input type="text"/>	<input type="text"/>	less than	• <input type="text"/> <input type="text"/> _____
•	<input type="text"/>	<input type="text"/>	less than	• <input type="text"/> <input type="text"/> _____
•	<input type="text"/>	<input type="text"/>	less than	• <input type="text"/> <input type="text"/> _____
•	<input type="text"/>	<input type="text"/>	less than	• <input type="text"/> <input type="text"/> _____
•	<input type="text"/>	<input type="text"/>	less than	• <input type="text"/> <input type="text"/> _____
•	<input type="text"/>	<input type="text"/>	less than	• <input type="text"/> <input type="text"/> _____
•	<input type="text"/>	<input type="text"/>	less than	• <input type="text"/> <input type="text"/> _____
•	<input type="text"/>	<input type="text"/>	less than	• <input type="text"/> <input type="text"/> _____
•	<input type="text"/>	<input type="text"/>	less than	• <input type="text"/> <input type="text"/> _____
•	<input type="text"/>	<input type="text"/>	less than	• <input type="text"/> <input type="text"/> _____
				TOTAL _____

Note: Avoid erasures in filling up the boxes.

Activity Sheet 3

Time Frame: 10 minutes

Comparing and Ordering Decimal Numbers (Thousandths)

Materials

Decimal Dice Order Sheet 3

Pen

Dice

Procedure

1. Each player must have a copy of the Decimal Dice Order Sheet 3 and a die.
2. Throw the die six times. Put the number in each of the boxes at each throw of the die.

If at the end of six throws, the numbers on the left hand boxes are lesser than the numbers on the right hand boxes, the player gets a score. The number in the first box at the right will be the score of the player. If this is not so, the player scores zero. (Refer to the example on Activity Sheet 2)

4. Record the scores on the space provided and get the total score after the game. The player with the highest score, wins.

Decimal Dice Order Sheet 3 (Thousandths)

				SCORE					
•	<input type="text"/>	<input type="text"/>	<input type="text"/> less than	• <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	_____	
•	<input type="text"/>	<input type="text"/>	<input type="text"/> less than	•	<input type="text"/>	<input type="text"/>	<input type="text"/>	_____	
•	<input type="text"/>	<input type="text"/>	<input type="text"/> less than	•	<input type="text"/>	<input type="text"/>	<input type="text"/>	_____	
•	<input type="text"/>	<input type="text"/>	<input type="text"/> less than	•	<input type="text"/>	<input type="text"/>	<input type="text"/>	_____	
•	<input type="text"/>	<input type="text"/>	<input type="text"/> less than	•	<input type="text"/>	<input type="text"/>	<input type="text"/>	_____	
•	<input type="text"/>	<input type="text"/>	<input type="text"/> less than	•	<input type="text"/>	<input type="text"/>	<input type="text"/>	_____	
•	<input type="text"/>	<input type="text"/>	<input type="text"/> less than	•	<input type="text"/>	<input type="text"/>	<input type="text"/>	_____	
•	<input type="text"/>	<input type="text"/>	<input type="text"/> less than	•	<input type="text"/>	<input type="text"/>	<input type="text"/>	_____	
•	<input type="text"/>	<input type="text"/>	<input type="text"/> less than	•	<input type="text"/>	<input type="text"/>	<input type="text"/>	_____	
•	<input type="text"/>	<input type="text"/>	<input type="text"/> less than	•	<input type="text"/>	<input type="text"/>	<input type="text"/>	_____	
								TOTAL	_____

Note: Avoid erasures in filling up the boxes.

Activity Sheet 4

Time Frame: 10 minutes

Comparing and Ordering Decimal Numbers (Ones/Tens)

Materials

Decimal Dice Order Sheet 4
Pen
Dice

Procedure

1. Each player must have a copy of the Decimal Dice Order Sheet 4 and a die.
2. Throw the die four times. Put the number in each of the boxes at each throw of the die.
3. If at the end of four throws, the numbers on the left hand boxes are lesser than the numbers on the right hand boxes, the player gets a score. The number in the first box at the right will be the score of the player. If this is not so, the player scores zero. (Refer to the example on Activity Sheet 2)
4. Record the scores on the space provided and get the total score after the game. The player with the highest score, wins.

Decimal Dice Order Sheet 4 (Ones / Tenths)

			SCORE
<input type="text"/> . <input type="text"/>	less than	<input type="text"/> . <input type="text"/>	_____
<input type="text"/> . <input type="text"/>	less than	<input type="text"/> . <input type="text"/>	_____
<input type="text"/> . <input type="text"/>	less than	<input type="text"/> . <input type="text"/>	_____
<input type="text"/> . <input type="text"/>	less than	<input type="text"/> . <input type="text"/>	_____
<input type="text"/> . <input type="text"/>	less than	<input type="text"/> . <input type="text"/>	_____
<input type="text"/> . <input type="text"/>	less than	<input type="text"/> . <input type="text"/>	_____
<input type="text"/> . <input type="text"/>	less than	<input type="text"/> . <input type="text"/>	_____
<input type="text"/> . <input type="text"/>	less than	<input type="text"/> . <input type="text"/>	_____
<input type="text"/> . <input type="text"/>	less than	<input type="text"/> . <input type="text"/>	_____
<input type="text"/> . <input type="text"/>	less than	<input type="text"/> . <input type="text"/>	_____
		TOTAL	_____

Note: Avoid erasures in filling up the boxes.

Activity Sheet 5

Time Frame: 10 minutes

Comparing and Ordering Decimal Numbers (Ones / Tens / Hundredths)

Materials

Decimal Dice Order Sheet 5

Pen

Dice

Procedure

1. Each player must have a copy of the Decimal Dice Order Sheet 5 and a die.
2. Throw the die six times. Put the number in each of the boxes at each throw of the die.
3. If at the end of four throws, the numbers on the left hand boxes are lesser than the numbers on the right hand boxes, the player gets a score. The number in the first box at the right will be the score of the player. If this is not so, the player scores zero. (Refer to the example on Activity Sheet 2)
4. Record the scores on the space provided and get the total score after the game. The player with the highest score, wins.

Decimal Dice Order Sheet 5 (Ones / Tenths/ Thousandths)

						SCORE		
<input type="text"/>	•	<input type="text"/>	<input type="text"/>	less than	<input type="text"/>	• <input type="text"/>	<input type="text"/>	_____
<input type="text"/>	•	<input type="text"/>	<input type="text"/>	less than	<input type="text"/>	• <input type="text"/>	<input type="text"/>	_____
<input type="text"/>	•	<input type="text"/>	<input type="text"/>	less than	<input type="text"/>	• <input type="text"/>	<input type="text"/>	_____
<input type="text"/>	•	<input type="text"/>	<input type="text"/>	less than	<input type="text"/>	• <input type="text"/>	<input type="text"/>	_____
<input type="text"/>	•	<input type="text"/>	<input type="text"/>	less than	<input type="text"/>	• <input type="text"/>	<input type="text"/>	_____
<input type="text"/>	•	<input type="text"/>	<input type="text"/>	less than	<input type="text"/>	• <input type="text"/>	<input type="text"/>	_____
<input type="text"/>	•	<input type="text"/>	<input type="text"/>	less than	<input type="text"/>	• <input type="text"/>	<input type="text"/>	_____
<input type="text"/>	•	<input type="text"/>	<input type="text"/>	less than	<input type="text"/>	• <input type="text"/>	<input type="text"/>	_____
<input type="text"/>	•	<input type="text"/>	<input type="text"/>	less than	<input type="text"/>	• <input type="text"/>	<input type="text"/>	_____
<input type="text"/>	•	<input type="text"/>	<input type="text"/>	less than	<input type="text"/>	• <input type="text"/>	<input type="text"/>	_____
								TOTAL _____

Note: Avoid erasures in filling up the boxes.