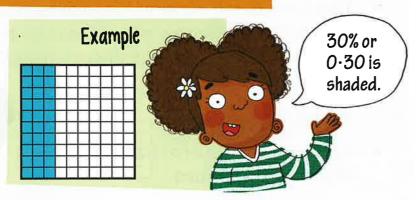
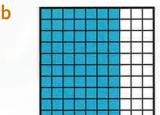
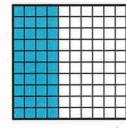
## rcentages and decimal hundredths

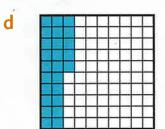
Recognise the per cent symbol (%) and understand that per cent. relates to 'number of parts per 100' Write percentages as a decimal to 2 places

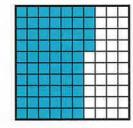
Look at each grid. What per cent and what decimal are shaded blue?



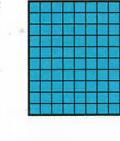


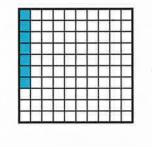


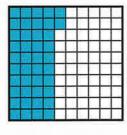


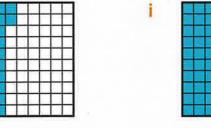


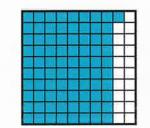


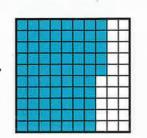


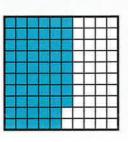














- Write the equivalent decimal for these percentages.
- a 28%
- **b** 74%
- c 15%
- d 93%

- 52%
- g 100%
- h 39%
- Write the equivalent per cent for these decimals.
- a 0.72
- b 0.81
- c 0.17
- d 0.96

- e 0.55
- f 0.39
- g 0.04
- h 0.22
- Explain the connection between percentages and decimals to 2 places.



Play this game with a partner. Use Resource 41: One hundred per cent.

- On the same resource sheet, one player starts from the top of the grid and the other player starts from the bottom of the grid.
- Take turns to roll the dice.
- See what per cent of the grid you can colour in by looking at the table below:

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	υı	4 1	YΗ	41	ш	LL	17

- Resource 41: One hundred per cent
- Two different coloured pencils (one for each player)
- 1-6 dice
- Number rolled 6 8% 9% 11% 15% Per cent 5%
- After each roll, colour your squares, starting either at the top or at the bottom. Each use a different coloured pencil.
- Say what per cent you have coloured so far after each go.
- Your partner says what decimal fraction you have shaded so far.
- Keep going until the grid is full. If you cannot colour in the per cent you roll, you miss a turn.

The winner is the player with the highest per cent of the grid coloured in their colour when the grid is full.

