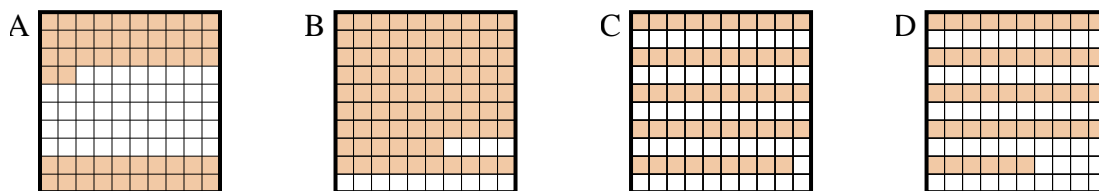




Determine which letter best answer the question.

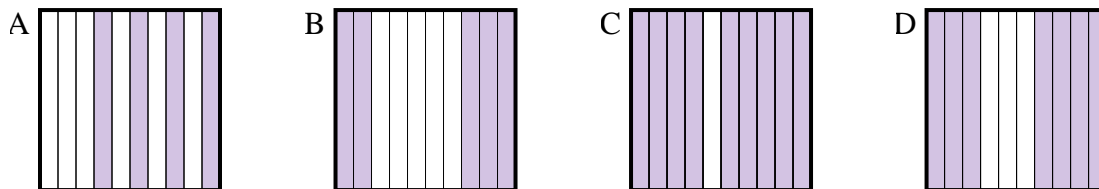
Answers

1) Which  $10 \times 10$  grid is shaded to represent the decimal number that, when added to 0.48, results in a total of 1.00?



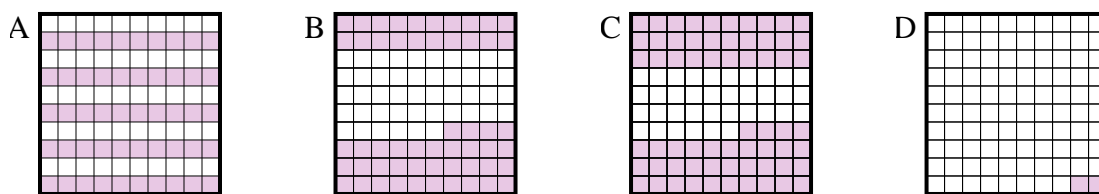
1. \_\_\_\_\_

2) Which  $10 \times 1$  grid is shaded to represent the decimal number that, when added to 0.5, results in a total of 1.00?



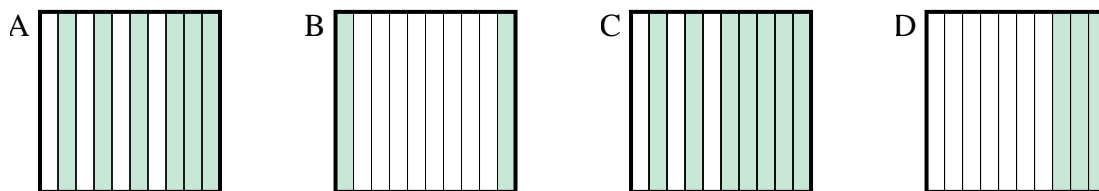
2. \_\_\_\_\_

3) Which  $10 \times 10$  grid is shaded to represent the decimal number that, when added to 0.5, results in a total of 1.00?



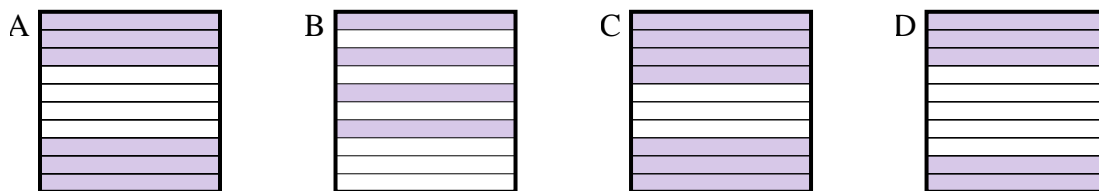
3. \_\_\_\_\_

4) Which  $10 \times 1$  grid is shaded to represent the decimal number that, when added to 0.8, results in a total of 1.00?



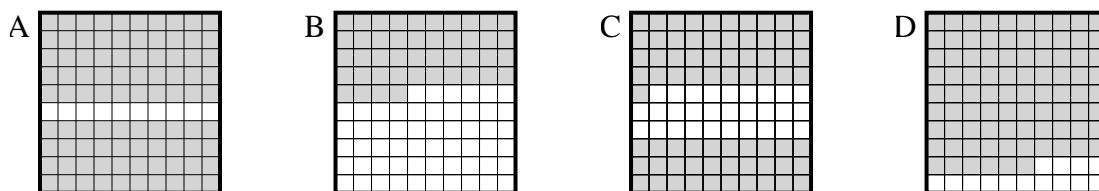
4. \_\_\_\_\_

5) Which  $10 \times 1$  grid is shaded to represent the decimal number that, when added to 0.6, results in a total of 1.00?



5. \_\_\_\_\_

6) Which  $10 \times 10$  grid is shaded to represent the decimal number that, when added to 0.1, results in a total of 1.00?

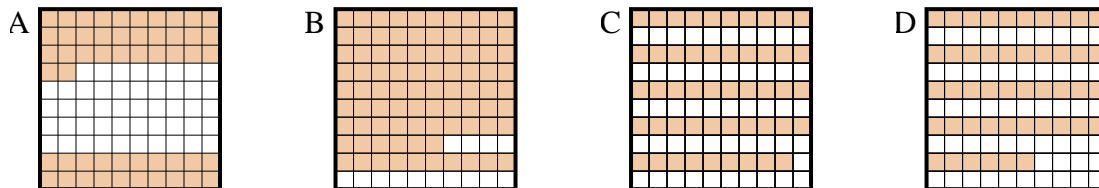


6. \_\_\_\_\_

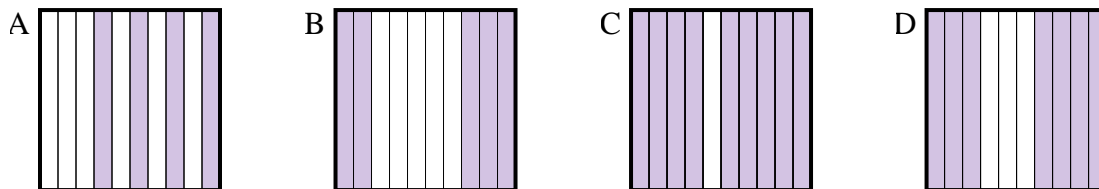


Determine which letter best answer the question.

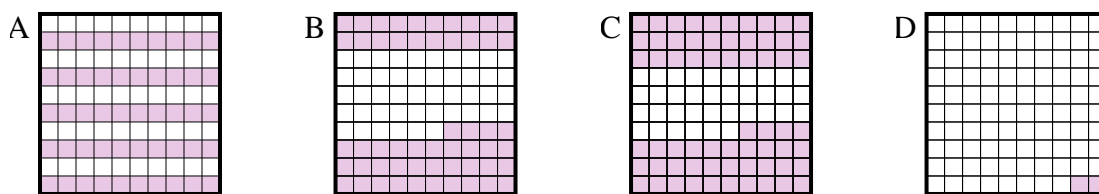
1) Which  $10 \times 10$  grid is shaded to represent the decimal number that, when added to 0.48, results in a total of 1.00?



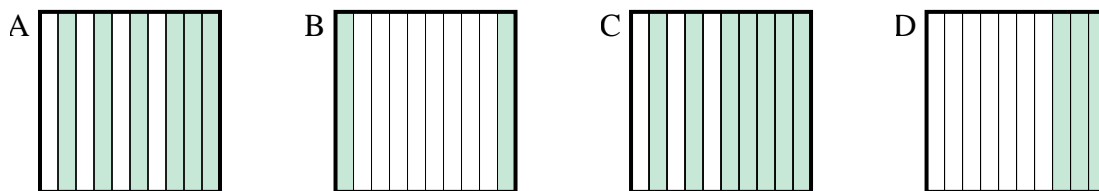
2) Which  $10 \times 1$  grid is shaded to represent the decimal number that, when added to 0.5, results in a total of 1.00?



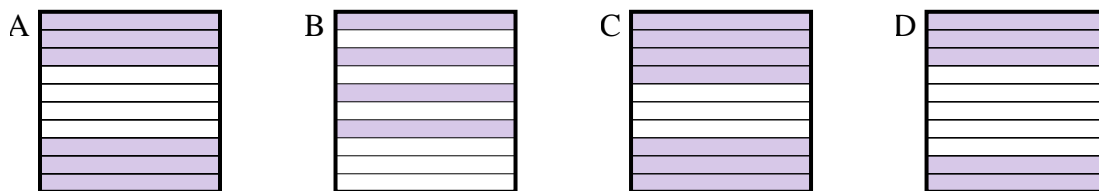
3) Which  $10 \times 10$  grid is shaded to represent the decimal number that, when added to 0.5, results in a total of 1.00?



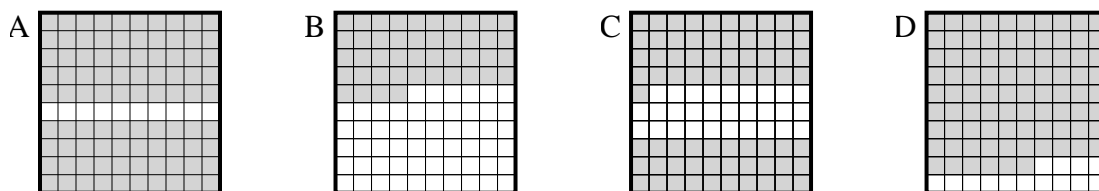
4) Which  $10 \times 1$  grid is shaded to represent the decimal number that, when added to 0.8, results in a total of 1.00?



5) Which  $10 \times 1$  grid is shaded to represent the decimal number that, when added to 0.6, results in a total of 1.00?



6) Which  $10 \times 10$  grid is shaded to represent the decimal number that, when added to 0.1, results in a total of 1.00?



Answers

1.     **A**    

2.     **B**    

3.     **A**    

4.     **B**    

5.     **B**    

6.     **A**