



Monster Mash






Activity Sheet

Name: _____ Class: _____






In order to leave the Decimal Dimension, Sten needs a code.

But in his rush to escape, he has dropped his decimal cards and, they're now in the wrong order. Help Sten reorder the cards and then write the thousandths' digit from the first and last numbers to form part of the code.






1

 1.566	 1.564	 1.562	 1.563	 1.565	First thousandths' digit <input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Last thousandths' digit <input type="text"/>






2

 6.197	 6.196	 6.198	 6.195	 6.194	First thousandths' digit <input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Last thousandths' digit <input type="text"/>

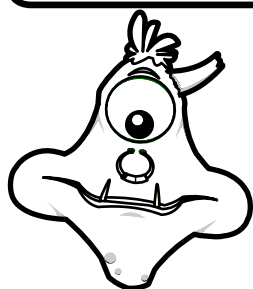
3

 2.999	 3.000	 2.996	 2.998	 2.997	First thousandths' digit <input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Last thousandths' digit <input type="text"/>

4

 7.120	 7.121	 7.118	 7.122	 7.119	First thousandths' digit <input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Last thousandths' digit <input type="text"/>

Now starting with the highest thousandths' digit, order them to form the code so that Sten can finally escape!



<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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