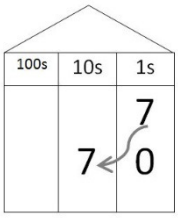
The 10 times tables (and more). *Stg 5/6b x/÷* Name: _____

Let's have a look at the **10 x table.** Everyone knows; all you do is put a zero on the end of any number and…TAH-DAH! Multiplied by 10! For example **7 x 10 = ??** Just grab your 7, tape a 0 on the right hand side then it looks like this: **70**. But what is really going on? You can't "add zero" to anything and make it more. Now it's helpful to talk about **place value.**

When you put the zero on the end you are actually shifting the place value of the number you started with so that it becomes worth 10 times as much. The zero is just a 'place value holder' to show that there are no numbers in that place. So **70** has 7 '10s' but no '1s'



You are up-grading your number! The zero is there just to remind you. Here's the really good news: You can use this same thing to multiply by **hundreds**, **thousands** or even **millions** if you want. All you need to know is how many zeros or place value holders they have.

E.g. 7 x 10 = 70, 7 x 100 = 700, 7 x 1000 = 7000 7 x 1000000 = 7000000.

There is a bit of a trick though – you must not change the order of your original number!

E.g. 432 x 10 = 4320, 2005 x 10 = 20050 Have a try for yourself:

1. 9 x 10 = __0. 9 x 100 = ___00 . 9 x 1000 = ___000
2. 14 x 10 = ___0. 14 x 100 = ____00 . 14x 1000 = ____000
3. 27 x 10 = ____. 27 x 100 = _____ . 27 x 1000 = _____
4. 32 x 10 = ____. 32 x 100 = _____ . 32 x 1000 = _____
5. 45 x 10 = ____. 45 x 100 = _____ . 45 x 1000 = _____
6. 99 x 10 = ____. 99 x 100 = _____ . 99 x 1000 = _____
7. 83 x 10 = ____. 83 x 100 = _____ . 83 x 1000 = _____
8. 123 x 10 = _____. 123 x 100 = _____ . 123 x 1000 = _____
9. 345 x 10 = _____. 345 x 100 = _____ . 345 x 1000 = _____
10. 908 x 10 = _____. 908 x 100 = _____ . 908 x 1000 = _____

Ok, but what if the number you start with has zeros at the end too?

11. 10 x 10 = _____. 10 x 100 = _____. 10 x 1000 = _____
12. 400 x 10 = _____. 400 x 100 = _____. 400 x 1000 = _____

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