Multiplying Decimals

We multiply decimals just like we would whole numbers. The only thing that we need to know is where the decimal should be placed.

Example 1: 3.6 x 2.5

<u>Step 1</u>: Write each decimal as a whole number with the same amount of decimal places. Use zeros as placeholders when you need to. Then, all you have to do is multiply.

36 <u>x 25</u> 180 +<u>720</u> 900

<u>Step 2</u>: Use front-end estimation to place the decimal point.

Since $3 \times 2 = 6$, we can assume that the decimal point should be placed between the 9 and the 0.

Answer: 3.6 x 2.5 = 9.00 or 9

Example 2: 2.54 x 4.8

<u>Step 1:</u>

<u>Step 2</u>: Since 2 x 4 = 8, we can assume that the decimal point should be placed between the 2 and the 1.

Answer: 2.54 x 4.8 = 12.192

Alternate Method for Placing the Decimal Point

2.54 has two decimal places. 4.80 also has two decimal places. Therefore, to find out where the decimal point is placed, count 2 + 2 = 4 decimal places **from right to left**.

We can also use Base Ten Blocks to multiply decimals.

Let the flat represent 1, the rod represent 0.1, and the small cube represent 0.01.



Let's look and see how **Example 1** would look if we used tiles to multiply the decimals instead:





We can also use a rectangle model to find the same answer:

