MULTIPLYING NUMBERS BY 10, 100, 1000 - 2

Rule 1: To multiply a number by 10, 100, or 1000, move the decimal point in that number to the *right* as many places as there are zeros in the multiplier, attaching zeros *if needed* to make the required places.

When we multiply a r	number by a power	of ten, we move	he decimal	point to the	
(right/left) as many places as there are			in the power of ten.		
Apply this rule to the	ne following probl	ems without actu	ually doing	the multipli	cation:
1) 0.814 × 10	=	13)	0.8 × 100	= _	
2) 7.123 × 100	=	14)	1.9 × 100	= _	
3) 15 × 1000	=	15)	61 × 10	= _	
4) 7.871 × 100	=	16)	0.871 × 10	00 =	
5) 0.56 × 1000	=	17)	6.12 × 100	00 = _	
6) 1.4 × 10,000	=	18)	9.1 × 10,00	00 =	
7) 0.613 × 100	=	19)	0.04 × 100	00 = _	
8) 8.7123 × 10	=	20)	612 × 100	= _	
9) 0.06 × 100	=	21)	9.9 × 1000	= _	
10) 7.02 × 1000	=	22)	0.88 × 10	= _	
11) 1.39 × 100	=	23)	6 × 1000	= _	
12) 16 × 100	=	24)	2.1 × 10	= _	
25) When we move	e a decimal point th	rree places to the	right, we _		
(multiply/divide	e) a number by				
26) Instead of usin	g long multiplicatio	n, you can multiply	y a number	by 1000 by r	moving the
decimal point _	(how r	many) places to th	e	(rig	ght/left).
27) When we move	e the decimal point	one place to the	right, we		
(multiply/divide	e) a number by	·			
28) Instead of usin	g long multiplicatio	n, you can multipl	y a number	by 100,000 b	oy moving the
decimal point _		(how many) place	s to the		(right/left).
RULE: RIGHT/ZEROS 1) 8.14 5) 560 2) 712.3 6) 14,000 3) 15,000 7) 61.3 4) 787.1 8) 87.123	11) 139	14) 190 18 15) 610 19) 6,120) 91,000) 40) 61,200	21) 9,900 22) 8.8 23) 6,000 24) 21	25) MULTIPLY/1000 26) THREE/RIGHT 27) MULTIPLY/10 28) FIVE/RIGHT