

Scientific Notation

For numbers greater than 1		For numbers less than 1	
300000000.0		0.00000250	
3.000000000	Put decimal point to the right of the first non-zero number	0000002.50	Put decimal point to the right of the first non-zero number
8 places 3.000000000x10 ⁸	Count the number of places the decimal point moved left, use number as exponent (×10 ^{left places})	6 places 0000002.5X10 ⁻⁶	Count the number of places the decimal moved right, use as exponent (...x10 ^{right places}) <i>note that it is a (-6) since initial number is less than one</i>
3.0x10 ⁸	10 ⁸	2.5x10 ⁻⁶	Drop the extra zeros
<i>This value is the speed of light in m/s!</i>	This can now be expressed with two digits after removing extra zeros	<i>This is the average mass of an ant in kg!</i>	
Adding/Subtracting		Multiplying/Dividing	
4.215x10 ⁻² + 3.2x10 ⁻⁴		(3.4x10 ⁶)×(4.2x10 ³)	
4.215x10 ⁻² + 0.032x10 ⁻² 4.247		(3.4)×(4.2) = 14.28	
Convert all numbers to the same power of 10.		Digit terms are multiplied/divided in the normal way	
Add/subtract digits		10 ⁽⁶⁺³⁾ = 10 ⁹	
Put in scientific notation		Exponents are added for multiplication (subtracted for division)	
4.247x10 ⁻²		14.28x10 ⁹	
		Combine digits and exponent terms	
		1.428x10 ¹⁰	
		Put in scientific notation	
Using the Calculator			
Punch the digit number into your calculator			
Push the EE or EXP button. Do NOT use the ‘x’ times button!			
Enter the exponent number. Use +/- button to change sign.			