

P3.1

Headband: Guess My Pattern

Headband – Guess my Pattern - Students play with a partner. One player will wear a headband with a number pattern strip picked from a bag. The player wearing the headband cannot see the number pattern but must ask his/her partner questions to figure out the pattern. They must ask questions to find out the starting number, the pattern rule, and a missing term or three additional terms. (Or the start number can be given.)

Examples of questions students might ask their partner:

Does the pattern start with an even or odd number?

Is it a multiple of 10?

Does it have 1 digit, 2 digits, 3 digits?

Is it greater than 10?

Is the pattern increasing?

Or decreasing?

Is the rule (add or subtract) by 2, 5, 6, etc.

Does the pattern increase by 5's?

Does it increase by more (less) than 5?

From:

http://www.ed.gov.nl.ca/edu/k12/curriculum/guides/mathematics/primary/Unit_1_Patterning.pdf