

P3.1

Roll and Go

Roll and Go - Students flip a coin. If it lands on heads students will create an increasing pattern. If it lands on tails, it means they create a decreasing pattern. Depending on the result, students choose an appropriate starting number. Each player then rolls the number cube. This is the number added or subtracted each time. Ask them to write the next 5 numbers in the pattern. Once it is created, students trade patterns with a partner and find their partner's pattern rule.

From:

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