

1

Invent one of your own

Pairs take a tray of four kinds of thing and invent a pattern. They say the repeating part aloud before building and keep going until the repeating part has appeared at least three times, which is the point at which a line stops being a one off arrangement.

"Say your repeating part before you build it."

"Keep going until I can see it three times."

2

Explain your rule

Partners take turns saying the rule of their own pattern while the other listens, then the listener says it back. The test is whether the words are enough on their own.

"Tell your partner your rule."

"Now say your partner's rule back to them."

3

Build it from the rule alone

One student covers their pattern with a tray and tells their partner the rule. The partner builds it without seeing it, then the cover comes off and they compare from the same end.

"Do not show it. Just say the rule."

"Take the cover off. Do they match?"

4

Sound and movement

Using the action cards, pairs choose two or three actions, put them in an order, and perform that order over and over while saying it. Then one pair leads theirs for the class to copy and keep going. Finish with a line of objects put down in no order at all and ask whether it is a pattern, taking as the answer whether anyone can say what comes next.

"Choose your actions, put them in order, then do the order again and again."

"Is this line a pattern? Tell me what comes next."

Action cards for sound and movement patterns

clap

stamp

click

pat knees

tap head

jump

nod

shh

hum

stomp

wave

tap shoulders

Blank cards for actions the class invents
