



Makes Maths Fun

Level 1

Patterns & Algebra

Bloomsmath is a comprehensive mathematics program which provides a fun way for every student to be learning to the best of their ability.

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BLOOMSMATH

Makes Maths Fun

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Probability
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Length
Area
Volume
Mass
Time
3D Shape
2D shape
Position

Patterns & Algebra

Level 1 is designed for teachers of students in their first year at school. The Patterns & Algebra strand allows students to continue, describe and create repeating patterns.

Knowledge: Students continue the repeating pictorial patterns with 2 elements in each pattern.



Students who demonstrate proficiency in this activity move on to Comprehension.



Students stop here as they require additional teacher support to master this activity.

Comprehension: Students complete repeating patterns with 2 elements in each set but this time both pictorial and numerical patterns are provided and the missing elements are not always at the end of the pattern.



Students who demonstrate proficiency in this activity move on to Application.



Students stop here if time has run out or they require additional support with this activity.

Application: Students use the 6 basic shapes provided to make their own repeating pictorial patterns and may select either 2 or 3 elements to repeat in each pattern.



Students who demonstrate proficiency in this activity move on to Analysis.



Students stop here if time has run out or they require additional support with this activity.

Analysis: Students are given a large number of repeating numerical patterns and must identify and insert the missing numbers throughout each patterns.



Students who demonstrate proficiency in this activity move on to Synthesis.



Students stop here if time has run out or they require additional support with this activity.

Synthesis: Students are given templates which they can cut out and use with paint to make stamps so that they can make artistic repeating patterns with minimal cleaning up required.

Evaluation: Suggested questions and activities provide a starting point for discussions related to Patterns & Algebra such as looking at where patterns can be found in the natural world.



Students may complete more or fewer activities for each learning outcome depending on the time allocated and their strength in the area being covered.




All students should participate in the Evaluation discussion to encourage the use of mathematical language, logical reasoning and reflection on that which they have completed.

Name: _____


Making Repeating Patterns

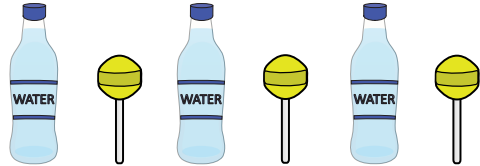
Continue each pattern below.


1.  _____

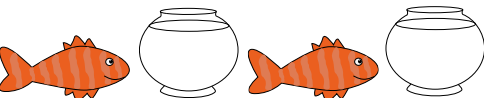
2.  _____

3.  _____

4.  _____

5.  _____

6.  _____

7.  _____

Knowledge
Comprehension
Application
Analysis
Synthesis
Evaluation

Patterns & Algebra - Level 1 - Students will continue, describe and create repeating patterns.



Let's Try This Again



Progress To Comprehension

Name: _____

More Pretty Patterns

Complete these patterns using pictures and numbers.

1.     _____






2. 8 1 8 1 8 1 _____

3.   _____   _____ 

4. 20 10 20 10 _____ 10 20 _____

5.    _____  _____ 

6. 42 50 42 50 _____ 50 42 _____

7. _____  _____     _____



Let's Try This Again

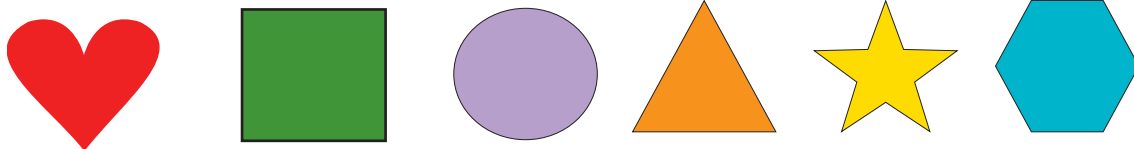


Progress To Application

Name: _____

Make Your Own Patterns

Use the pictures below to make repeating patterns of your own. You can use 2 or 3 pictures in each pattern.



1.	_____	_____	_____	_____	_____	_____
2.	_____	_____	_____	_____	_____	_____
3.	_____	_____	_____	_____	_____	_____
4.	_____	_____	_____	_____	_____	_____
5.	_____	_____	_____	_____	_____	_____
6.	_____	_____	_____	_____	_____	_____
7.	_____	_____	_____	_____	_____	_____
8.	_____	_____	_____	_____	_____	_____
9.	_____	_____	_____	_____	_____	_____



Let's Try This Again



Progress To Analysis

Name: _____

Missing Number Patterns

Fill in the missing numbers in each pattern below.

1. 1 2 3 ___ 5 6 7 8 ___ 10 11 ___
2. 2 4 6 ___ 10 12 14 ___ 18 ___ 22 ___
3. 21 20 19 ___ 17 ___ 15 ___ 13 12 ___ 10
4. 5 10 ___ 20 25 ___ ___ 40 45 ___ 55 60
5. 3 5 7 ___ 11 ___ 15 ___ 19 21 ___ ___
6. 10 20 ___ 40 50 ___ 70 80 ___ 100 110 ___
7. 55 50 ___ 40 35 30 ___ 20 15 ___ 5 0
8. 12 15 18 ___ 24 27 ___ 33 ___ 39 ___ 45
9. 16 18 ___ 22 24 ___ 28 30 ___ 34 ___ ___
10. 74 72 ___ 68 66 64 ___ ___ 58 ___ 54 50
11. 150 140 ___ 120 ___ 100 90 ___ ___ ___ 50 ___
12. 16 26 ___ 46 56 ___ ___ 86 ___ 106 ___ 126
13. 22 25 28 31 ___ 37 ___ 43 ___ 49 ___ 55

Patterns & Algebra - Level 1 - Students will continue, describe and create repeating patterns.

Knowledge

Comprehension

Application

Analysis

Synthesis

Evaluation



Let's Try This Again

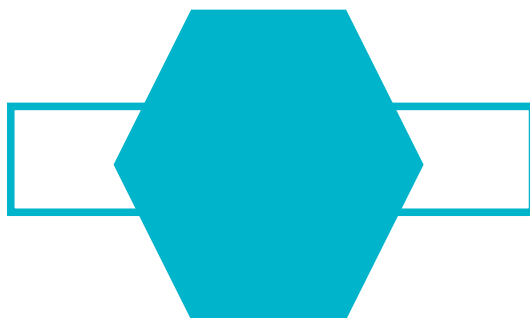
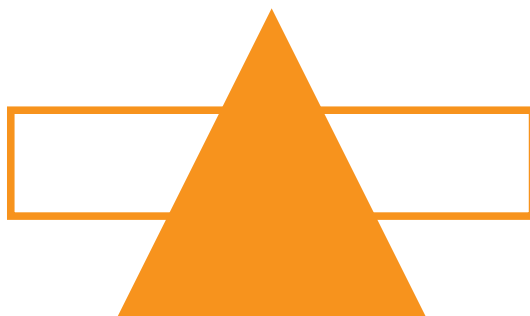
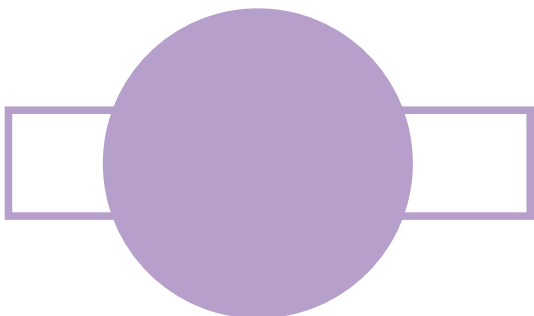
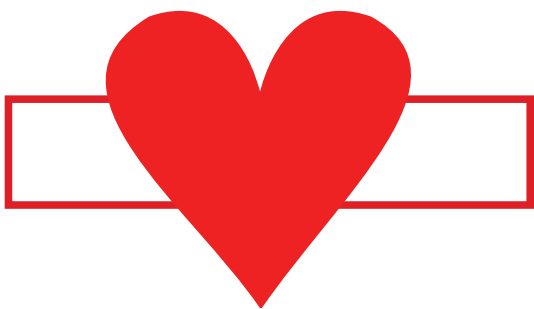


Progress To Synthesis

Name: _____

Pattern Art

Copy the stamps onto cardboard and use them to make repeating patterns.
Fold the tabs up to use as handles so you don't get paint on your hands.
When you are finished you can throw the stamps away.



Patterns & Algebra - Level 1 - Students will continue, describe and create repeating patterns.

Knowledge

Comprehension

Application

Analysis

Synthesis

Evaluation



Let's Try This Again



Progress To Evaluation

Patterns and Algebra Evaluation

The following questions and activities are provide as a starting point for fun discussions related to Patterns & Algebra. During these conversations students will have an opportunity to use appropriate mathematical language in its correct context, to engage in reflection on the Patterns & Algebra activities they have completed and to use logical reasoning to tie their in-class mathematics to its everyday context.



Where do we find patterns in nature? ie. a corn cob, a sun flower, flower petals etc.



Ask students to solve basic algebra problems and find the missing number ie. If $4 + X = 7$ - What is X?



Give students examples of when patterns are needed ie. decorating or art works.



Have students find the mistake in a number of patterns and correct it ie. 1, 3, 5, 6, 9 or 2, 4, 6, 9, 12.



Let students attempt to solve some riddles using a guess and check technique. These could include questions such as - If Farmer Brown has 4 animals and these animals have 12 legs between them. How many are horses and how many are ducks?

