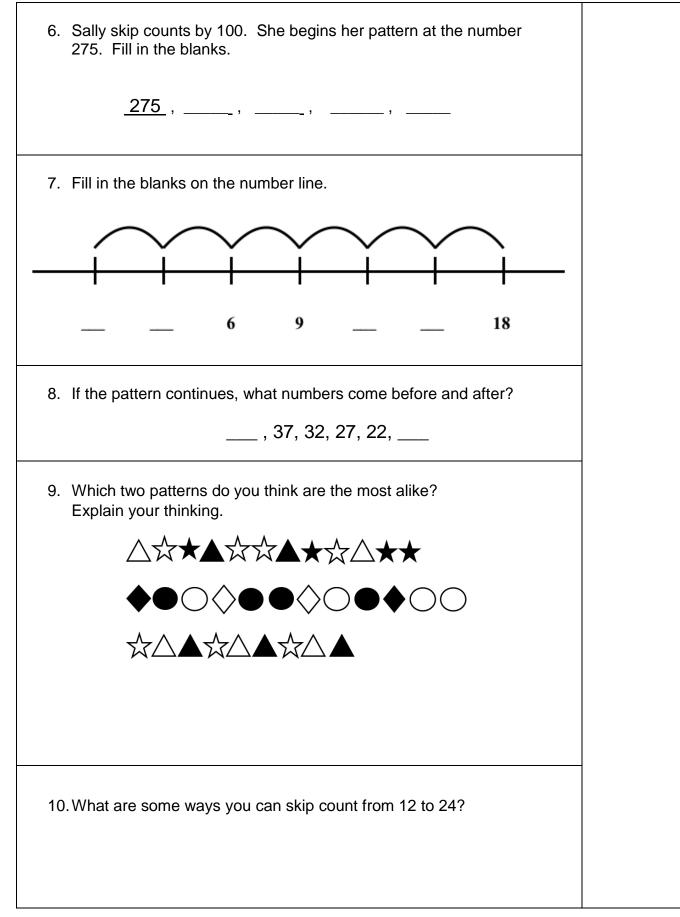
Grade 3+: Patterning, Student Response

Name: _____

Date: _____

Asse	essment Question				Reflections
1.	Draw the symbol that co	omes next in this p	battern.		
		ĵĵ⇔ĵĵĵ□	\Rightarrow		
2.	If the pattern continues,	, what are the next	three numbe	rs?	
	475, 450, 425,	,,			
3.	What is the value of the	symbol 🗌 in the	equation?		
		15 + 2 = 🗌 + 10			
4.	Start at 137. Count on What number do you ar		r thinking.		
5.	If the pattern continues,	how many triangle	es will be in th	ne 5 th figure?	
1st	t 2nd	3rd	4th	5th	



11. On the number chart, circle the number 103.Circle all the numbers you get when you keep subtracting 3.What patterns do you notice?

-									
111	112	113	114	115	116	117	118	119	120
101	102	103	104	105	106	107	108	109	110
91	92	93	94	95	96	97	98	99	100
81	82	83	84	85	86	87	88	89	90
71	72	73	74	75	76	77	78	79	80
61	62	63	64	65	66	67	68	69	70
51	52	53	54	55	56	57	58	59	60
41	42	43	44	45	46	47	48	49	50
31	32	33	34	35	36	37	38	39	40
21	22	23	24	25	26	27	28	29	30
11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10

Grade 3+: Patterning

Name: _____ Date: _____

Performance Task

1. Use two different pattern block shapes. Make an increasing shape pattern. Draw and describe your pattern here.

Use the same shapes to make a decreasing pattern. Draw and describe your pattern here.

2. The first 10 terms in a repeating colour pattern include three reds and more than one blue. What could the pattern be?

Island Numeracy Assessment

Grade 3+: Patterning

Names: _____ Date: _____

Collaborative Task

Part one: Create an AAAB pattern that changes in shape. Part two: Create an AB pattern that changes in colour. Part three: Now combine pattern rules from part 1 and 2 to create a new pattern. Part four: Create a pattern with more than 2 different attributes.

Describe your pattern.

AAAB shape pattern	AB colour pattern
Combine first two pattern rules	Create a pattern with more than 2 different
Combine first two pattern rules	Create a pattern with more than 2 different attributes
Combine first two pattern rules	Create a pattern with more than 2 different attributes
Combine first two pattern rules	Create a pattern with more than 2 different attributes
Combine first two pattern rules	Create a pattern with more than 2 different attributes
Combine first two pattern rules	Create a pattern with more than 2 different attributes
Combine first two pattern rules	Create a pattern with more than 2 different attributes
Combine first two pattern rules	Create a pattern with more than 2 different attributes
Combine first two pattern rules	Create a pattern with more than 2 different attributes
Combine first two pattern rules	Create a pattern with more than 2 different attributes
Combine first two pattern rules	Create a pattern with more than 2 different attributes
Combine first two pattern rules	Create a pattern with more than 2 different attributes
Combine first two pattern rules	Create a pattern with more than 2 different attributes

Grade 3+: Patterning

Names: _____

Date: _____

Collaborative Task

Materials: sets of 15 items for each pair of students. (Items such as beans, counters, cubes, acorns.)



This activity involves recognition of even and odd numbers and making and testing predictions.

In turn, each player takes 1, 2, or 3 items until no items are left. The winner is the person who has an odd number of items. After playing the game several times, students begin to look for ways to win. Students discuss their ideas and test them with other pairs of students.

Follow up investigations:

- Pick any two odd numbers. Add them. What did you notice? Try some more.
- Pick any two even numbers. Add them. What did you notice? Try some more.
- What happens with one odd number and one even number?
- Discuss with other groups what you noticed.
- What rules can you make?
- Do the rules still work when you subtract rather than add the numbers?