

Working with Patterns

CAPS: Grade 4, Term 3

Patterns, Functions and Algebra

Input and output values: Determine input values, output values and rules for patterns and relationships using flow diagrams.

Note

A numeric pattern is a list of numbers that form a pattern.

Example

1, 3, 5, 7, 9,

What is the pattern?

How many jumps from 1 to 3? (2)

From 3 to 5? (2)

Therefore to complete the pattern you add **2** each time.

Activity 1

Identify the pattern and complete.

- (a) 2 5 8 11 ____ 20 ____
- (b) 4 8 12 ____ 24 28 ____
- (c) 1 2 4 7 ____ 16 22 ____
- (d) 6 8 12 ____ 26 36 ____
- (e) 24 20 16 ____ 4 ____
- (f) 3 6 12 ____ 96 ____

Activity 2

Complete the pattern using the given rule.

- Start on the number between 7 and 9. Add 2 to create the pattern.

- Start on any odd number between 10 and 20. Add 4 to create the pattern.

- Start on a number between 7 and 13. Add 1 then 2, then 3 etc to create the pattern.

- Start on any even number between 20 and 30. Subtract 3 to create the pattern.

- Start on 14. Add 5 to create the pattern.

Activity 3

Think of your own rule to create and complete the pattern.

- RULE: _____

- RULE: _____

Teacher Tip

Use of geometric patterns in order to remind learners how pattern rules work, then take it further to numbers.

Resources to be used:

Learn like Lerato readers. *Learn like Lerato* pegs/strings and peg board

