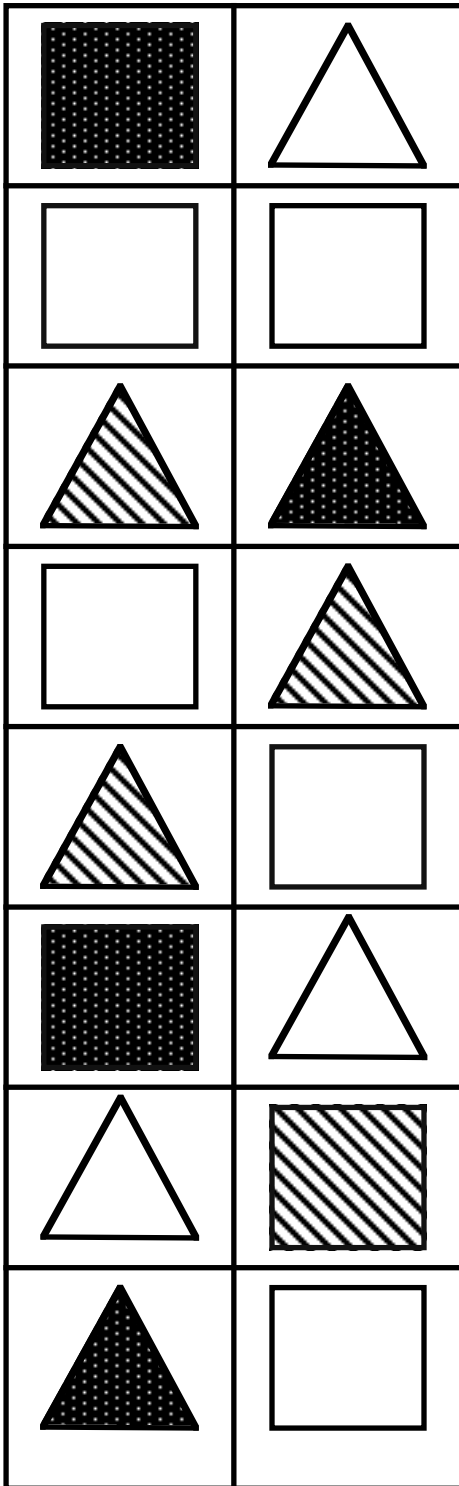


Grade 1

Pattern Path

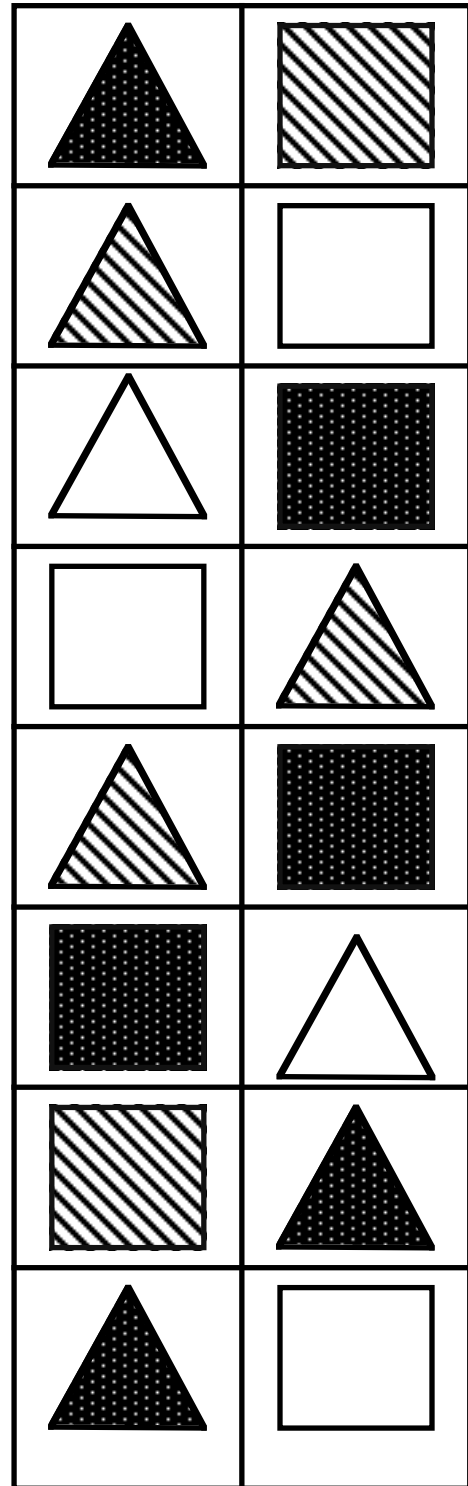
Module 8-Patterns

Start-Path A



Finish

Start-Path B



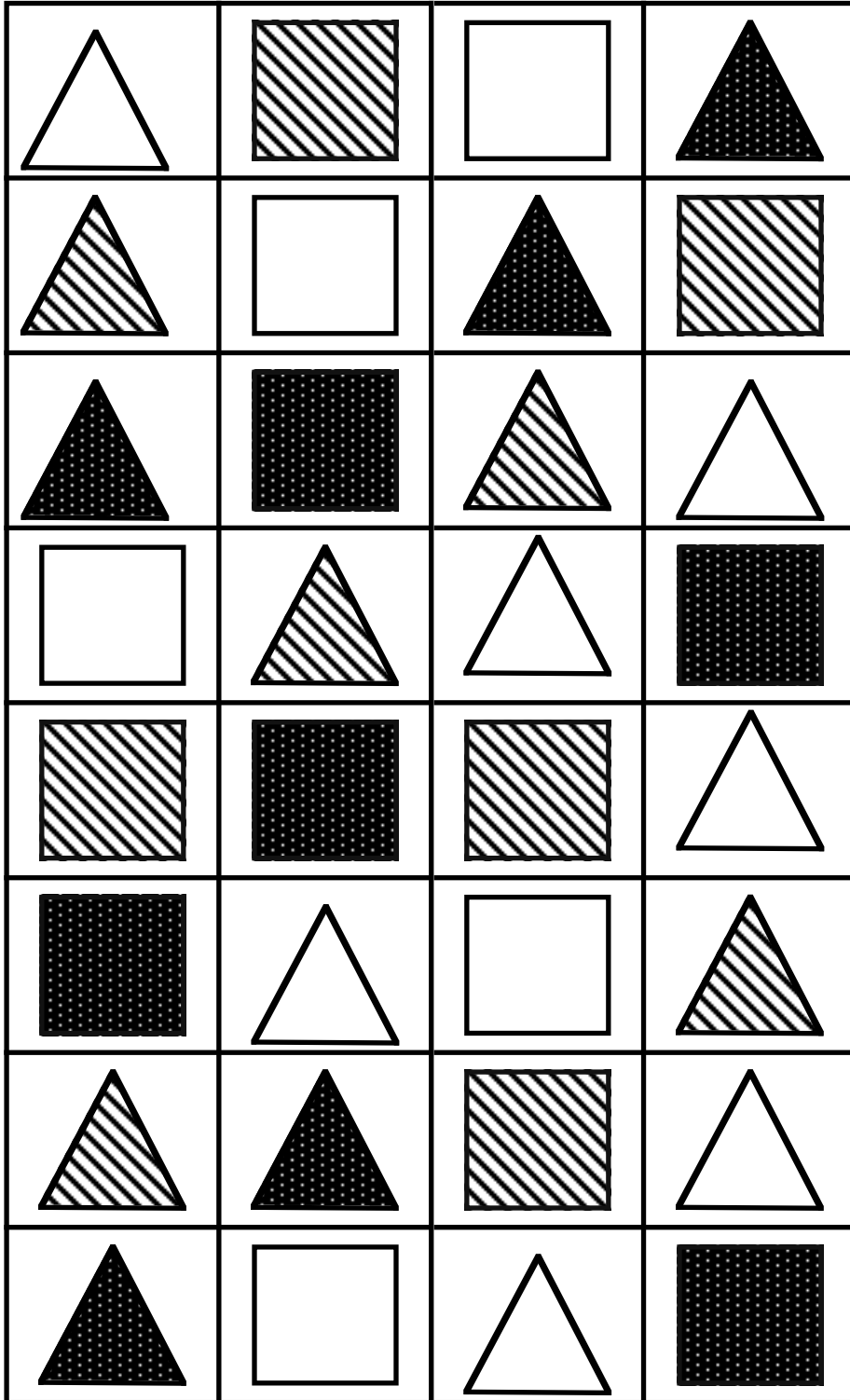
Finish

Grade 1

Pattern Path

Module 8-Patterns

Start-Path C



Finish

Pattern Path

Module 8-Patterns

Your child is learning to recognize, continue, and create patterns. He or she is learning to describe the pattern and the pattern unit. The pattern unit is what repeats over and over in a pattern.

For example, in the pattern X X X O X X X O X X X O X X X O, the pattern unit is X X X O because this is the pattern that repeats over and over.

Use this activity to help your child learn about patterns.

Materials:

- One of the Pattern Path Gameboards

Directions:

1. Choose one of the pattern path gameboards.
2. Players describe a pattern that will take them from start to finish.
Players can move left, right, up, down, or diagonally.
Example: Starting at the top of Path B, you could go stripe, white, stripe, white, etc...
3. Try to come up with different patterns that will take you from start to finish.
4. Use different gameboards.

Questions to ask your child while playing:

- What patterns do you see?
- How can you describe the pattern?
- What comes next?
- How do you know what comes next?
- Can you describe another pattern?