

Paddy Eger

Repeating Pattern Challenge

Partner
Difficult

Math Operations: Varies
Time: 15 minutes

OBJECTIVES: To create repeating number patterns to challenge your partner.

MATERIALS: (each player)

1 deck of card with contrasting designs to be shuffled together
20 markers

BEST USE: Practice creating number patterns.

RULES:

1. Remove the face cards. Keep the Aces as '1'. Shuffle the remaining cards from both decks together.
2. Deal out 10 cards to each player. **Use at least 5** of your cards to build a pattern that repeats itself at least once.

Examples:

(A) Your 10 cards are: **2, 2, 3, 4, 4, 5, 6, 8, 9, 10.**

One pattern might be: 2, 2, 3, 4, 4, 5.

Say to your partner: "I challenge you." The partner must explain how the pattern works and how it repeats. (The above pattern has 2 numbers alike then adds one.)

(B) Your 10 cards are: **A, A, A, 3, 3, 3, 5, 6, 8, 9.**

One pattern might be: A, 3, A, 3, A.

Say to your partner: "I challenge you." The partner must explain how the pattern works and how it repeats. (The above pattern has 2 numbers alike then adds one.)

OR you might make a pattern with a double)2 numbers that work together as one number like $A=5$ (3, 6, 3, 9, 1/5 (as a double acts as $1+5=6$) **but don't share that with your partner. You want to make them guess.**

Say to your partner: "I challenge you."

3. If you are unable to create a repeating pattern, your turn ends. Give you partner 2 of your markers.
4. If your partner guesses the pattern, you must hand over 1 marker.
5. If your partner creates a non-repeating pattern and you catch it, you receive 3 of his/her markers.
6. Please used cards in a pile. Reshuffle the cards and continue playing when needed.
7. The person who has the greatest number of markers at the end is the winner.

OPTIONS:

Use 3 decks of cards with contrasting back designs.

Draw 15 cards. Repeating patterns must use at least 7 cards.

Heading Home Card Pack

Run on heavy paper. (Suggestion: place design or contact paper on back so students can't read through the paper before they turn up the direction information)

Cut apart. Store in a snack baggie. Place with game board and marker in a gallon-size baggie.

Move RIGHT	Move RIGHT	Move RIGHT
Move RIGHT	Move RIGHT	Move RIGHT
Move LEFT	Move LEFT	Move LEFT
Move LEFT	Move LEFT	Move LEFT
Move UP	Move UP	Move UP
Move UP	Move UP	Move UP
Move DOWN	Move DOWN	Move DOWN
Move DOWN	Move DOWN	Move DOWN
Stay where you are!	Move any direction	Move diagonally