

Extension / Enrichment Activities

Activity: Pattern / Not a Pattern

Enduring Understanding: Patterns are everywhere.

Essential Question: Why is this a pattern? Why is this not a pattern?

Benchmark Indicators:

- Recognize the difference between patterns and non-patterns
- Identify and label a pattern using ABAB, ABC, etc. (also extends into first and second grade benchmarks ... growing patterns)

Teacher directions: Copy Pattern/Not a Pattern pages 1 and 2 onto the same color of cardstock, cut for 8 strips. Copy page 3 onto a different color of cardstock and cut for 6 strips. Copy the directions “Pattern ... Not a Pattern” to place with the activity. See the direction sheet for how the activity is completed.

After classifying each example as “Pattern” or “Not a Pattern,” the student can then take the Repeating Pattern/ Growing Patterns cards and match them to the actual pattern examples. In this way they are reinforcing the fact that patterns can be represented in different ways. They are also experiencing the use of the mathematical language used to represent patterns. Since growing patterns isn’t a kindergarten benchmark, it should be interesting to see which students will be able to recognize the concept.

Activity: Matching Like Patterns (Using a Variety of Representations)

Enduring Understanding: Patterns are everywhere.

Essential Question: Why is this a pattern?

Benchmark Indicator:

- Represent and analyze repeating patterns using no more than 3 objects in the core of a pattern
- Identify and label a pattern using ABAB, ABC, etc. (growing pattern included)
- Continue patterns (if teacher chooses to further extend)

Teacher Directions: Copy pages 1-3 on the same color cardstock. Cut for 12 strips. Copy page 4 on a different color cardstock. Cut 3 strips. See directions for how activity is to be completed.

To further extend the activity, have the student

- extend each pattern
- make up new patterns with the same labels (ABC, AAB,...) by drawing or using die cuts, stickers, or other manipulatives
- come up with a new pattern and represent it using different media (shapes, designs, words, letters, numbers, ...)