

1

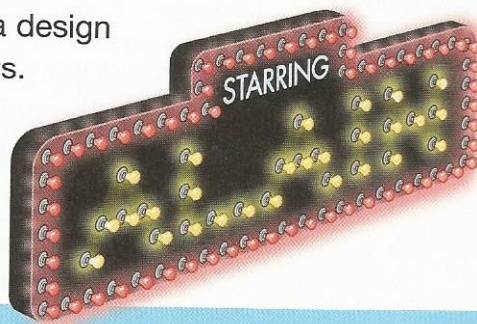
2-D Patterns

Goal

Use models and t-charts to record, extend, and make predictions about number patterns.

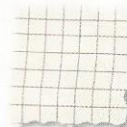
Alain is a star! He is creating a design for his name to appear in lights.

? How many light bulbs do you need for a letter design?



You will need

- grid paper



- two-coloured counters



Alain's Design

I will make a model with counters.

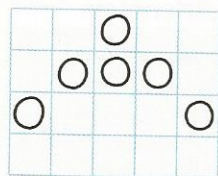
I start with the letter A.

To see what a larger letter looks like, I add counters.

Each time I make a larger size, I place the new counters red side up so I can see what I changed.

I add two counters to each arm of the A and two counters to the middle bar.

I record each size on grid paper and in a t-chart.

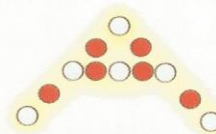


size 1

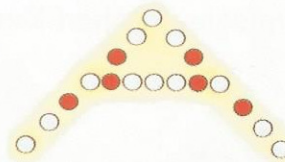
Size	Number of light bulbs
1	6
2	12
3	18



size 1



size 2



size 3

Now I can write the pattern rule.

Pattern rule:

Start with six bulbs and add six each time.