

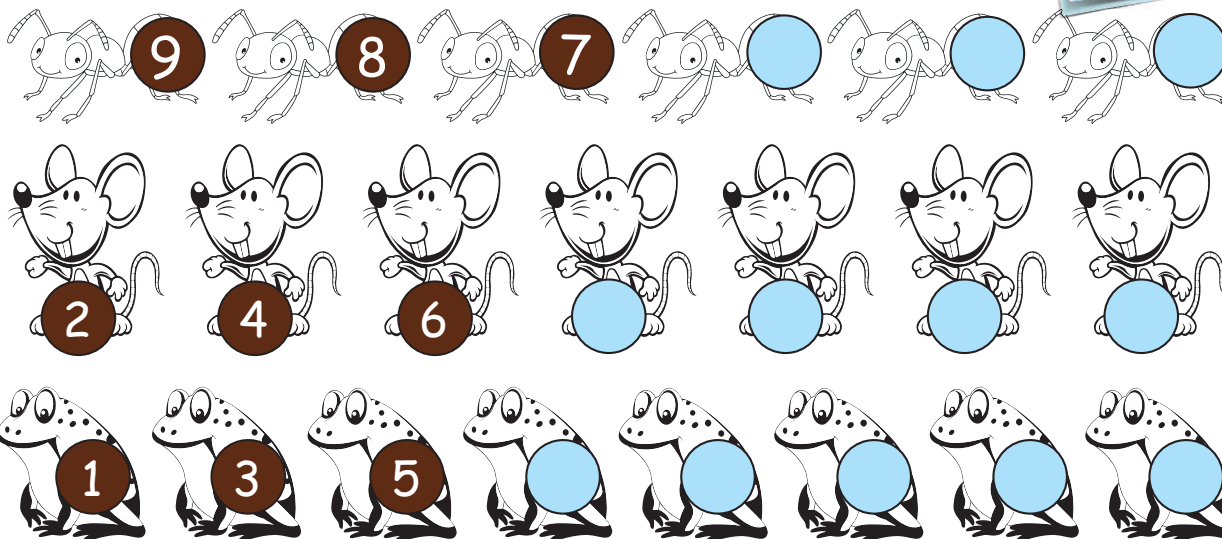
UNIT 2

Patterns

2.1 Patterns in numbers

Recall

Observe and complete the patterns in numbers.



Keywords

Rule
Arrange
Order

Travel Through

Roll and Scroll game



- ❖ Two students can do the activity.
- ❖ Make a number board with numbers from 1 to 37 as shown in the picture.
- ❖ The first player throws a dice and a number appears on the face of the dice say 2.
- ❖ The other player places a coin on the number 2 and skips to number position in twos such as 4, 6, 8, 10 and so on till the last number. The first player records each of the number positions.
- ❖ Now, the second player gets the chance to throw the dice. When the number 2 appears again the player tells all the number positions jumped orally. If he gets a number 3, then the first player moves a coin by skip counting in threes.
- ❖ The second player record each of the number positions jumped. The above procedure is continued till the players are familiarised with the number patterns starting from 2, 3, 4, 5 and 6.

