

# Home Connections

## Math Activities

### Grade 1

### Patterning and Algebra

Covered Pattern

More, Less, Equal

## Covered Pattern

1. Help your child create the following repeating pattern using buttons or any small objects.



2. Have your child continue the repeating pattern by placing more buttons or small objects to the right.



3. Cover part of the pattern with your hand or paper and ask your child what is hidden.

For example:



A repeating pattern has a core. The core is the part of the pattern that repeats. For the above example, the core of the pattern is:



## Let's Talk About It

- How did you know what came next in the pattern?
- How did you know which objects were hidden?
- Show me a different pattern. Tell me about your pattern.

# More, Less, Equal

Number of Players: 2

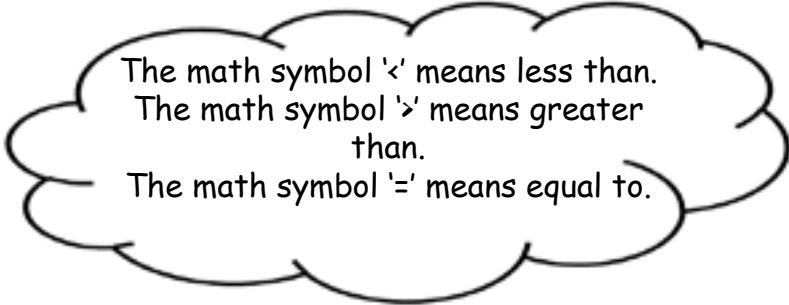
## Materials:

- A bowl of small objects (buttons, paper clips, acorns)
- A spinner made with a paper clip, pencil, and the attached spinner circle
- Paper and pencil or pen

## Rules:

1. Each player takes a handful of small objects from the bowl and places the objects in a pile.
2. Each player counts his or her objects.
3. Players take turns spinning the spinner.
  - If the spinner lands on 'More,' the player who has more objects earns a point.
  - If the spinner lands on 'Less,' the player who has less objects earns a point.
  - If the spinner lands on 'Equal,' the players work together to make their piles equal by trading objects from one pile to the other. If the players can make equal piles, both players get a point.

The game continues until one player has earned 10 points.



The math symbol '<' means less than.  
The math symbol '>' means greater than.  
The math symbol '=' means equal to.

## Let's Talk About It

- How can we check to see who has more objects?
- How can we check to see who has less objects?
- Was it better to have more in your pile or less in your pile? Why?

# More, Less, Equal

