

PATTERN BLOCKS

Materials:

Pattern blocks

WALT: Use our knowledge of shapes to create different shapes and patterns.

WILF: Understanding the relationship between different shapes, e.g. one hexagon is six triangles.

Game Objective: To create and describe different shapes and patterns.

Summary:

- Use the pattern blocks to create a shape or pattern, for example, use the shapes to create a hexagon.
- Describe the shape or pattern, for example, I have a hexagon as it has six sides and 6 corners.
- Continue to build on the shape or pattern and explain thinking

Variation:

The pattern blocks, like Cuisenaire rods or MAB materials are relational, i.e. one red trapezium is the same as three green triangles. For this reason, the pattern blocks can be used to introduce students to multiplicative thinking, more complex number patterns or fractions.

To begin, assign the triangle a value of one and challenge the students to create an image that shows 20. Alternatively, explain to the students that the hexagon is worth 60 and ask students to create an image to show 200, remembering to encourage students to justify and explain their thinking.

The pattern blocks can also be used to represent fractions, for example, in figure 2, what fraction of the object is represented by blue? How much of the total object does each triangle represent?



Figure 1- Students using pattern blocks to construct larger hexagons

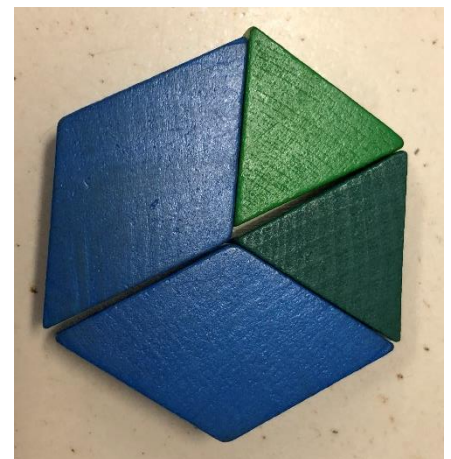


Figure 2: Hexagon fractions

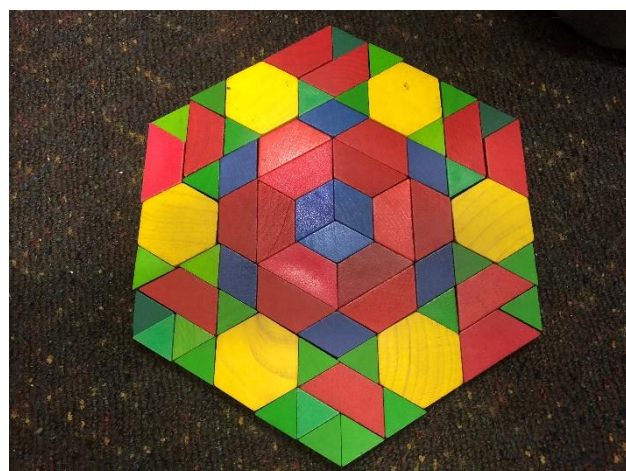


Figure 3 - Students use pattern blocks to make larger and larger hexagons