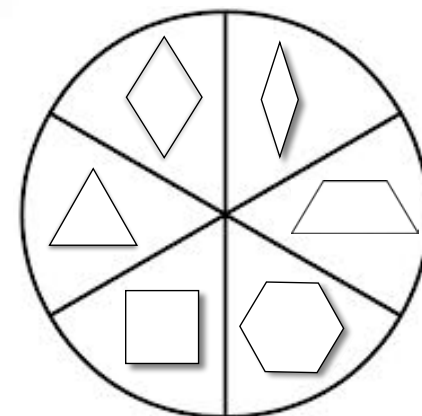
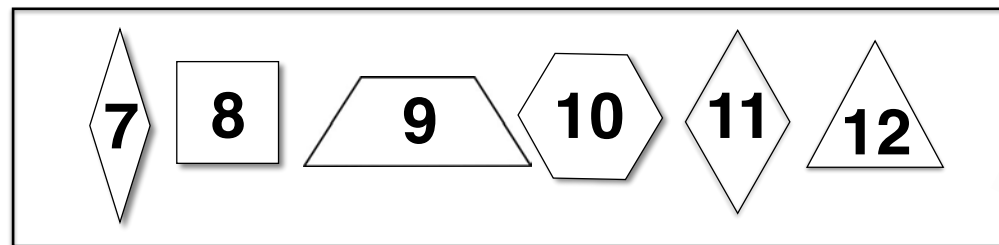
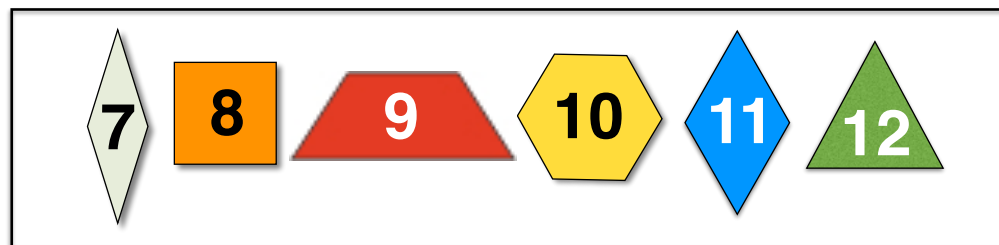
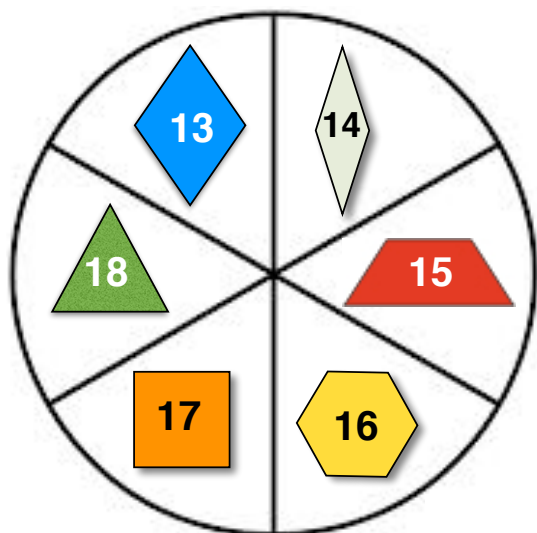


Pattern Block Games

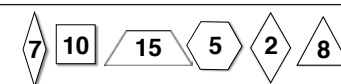


Pattern Block Points

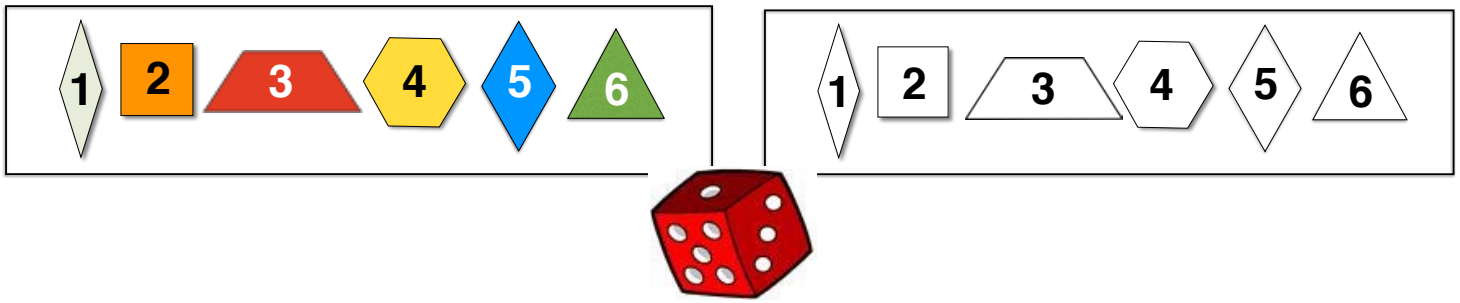
Record the value of your spins in a vertical column. When you have taken all your turns, add up your total number of points.



Pattern Block Points



The value of the pattern blocks are listed above. Total up the points in your cup.



There are several ways to play the 1-6 pattern block game.

Print, laminate and trim the colored cards.

Students pick a partner and take turns rolling one dice.

Whatever number they roll they place the matching pattern block over that numbered piece on their card.

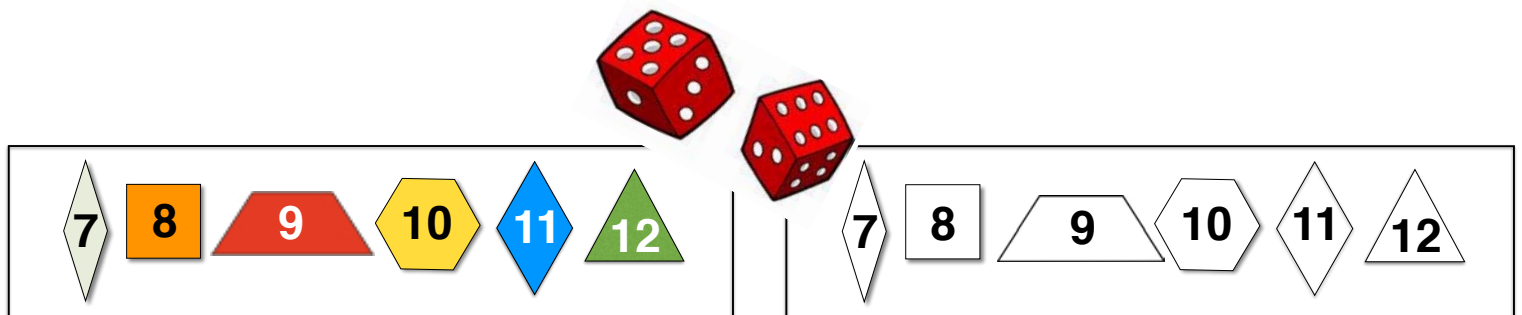
The first one to cover their entire card, or the one with the most pattern blocks covered when the timer rings, is the winner.

Game #2: Run off the black and white pattern block template and trim.

Students choose a partner and take turns rolling the dice, as in the above directions, but instead of using real pattern blocks to cover their card, they color the numbered pattern pieces, when they roll that number.

Remind them to color the blocks according to the real pattern block colors.

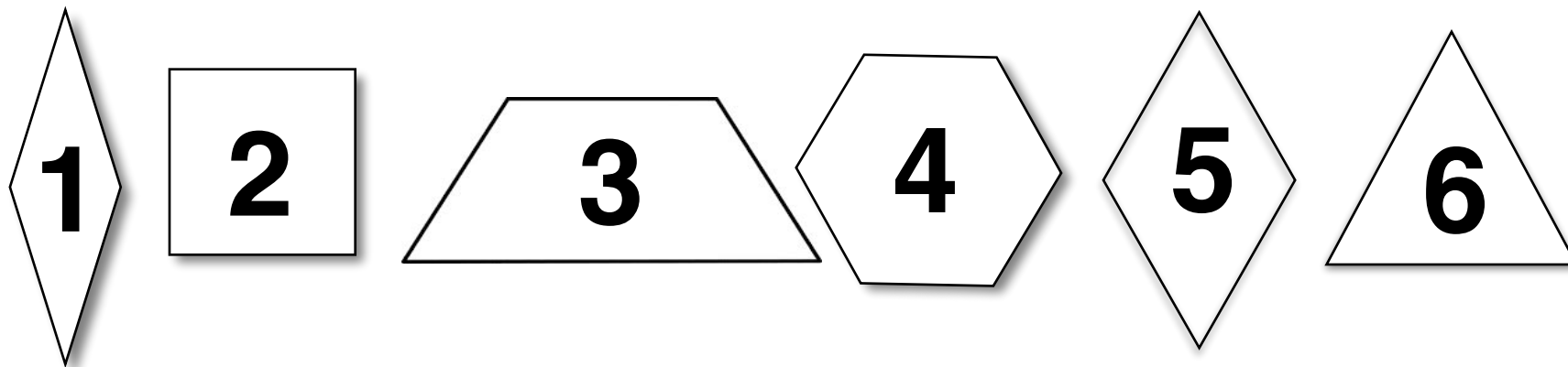
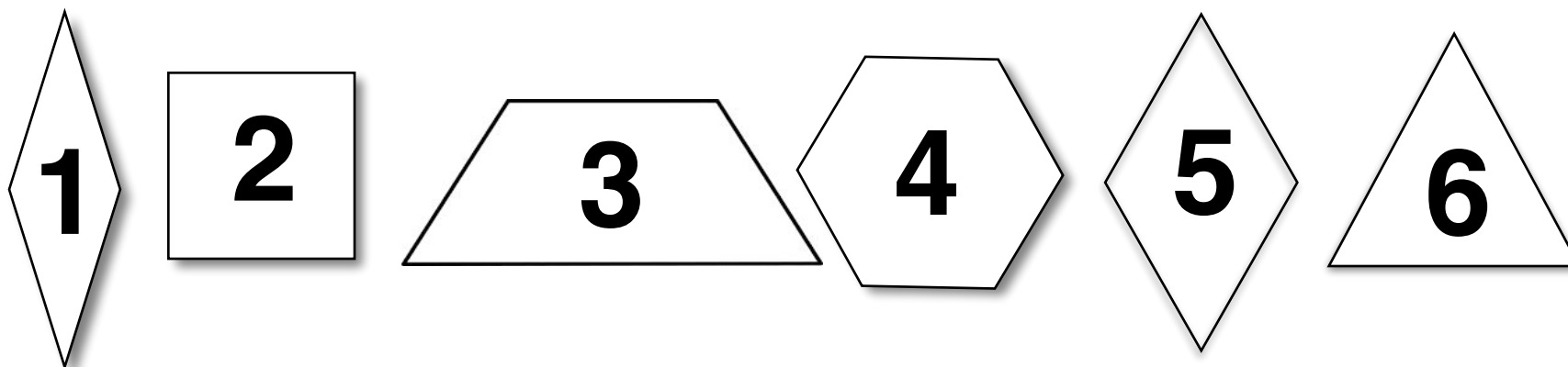
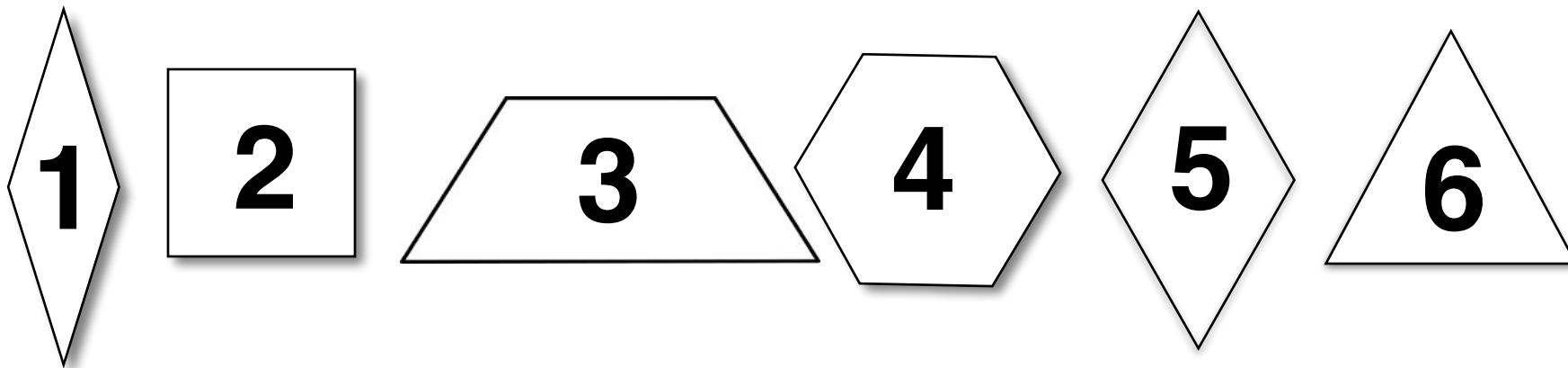
Hang up a colored pattern block card for them to refer to.

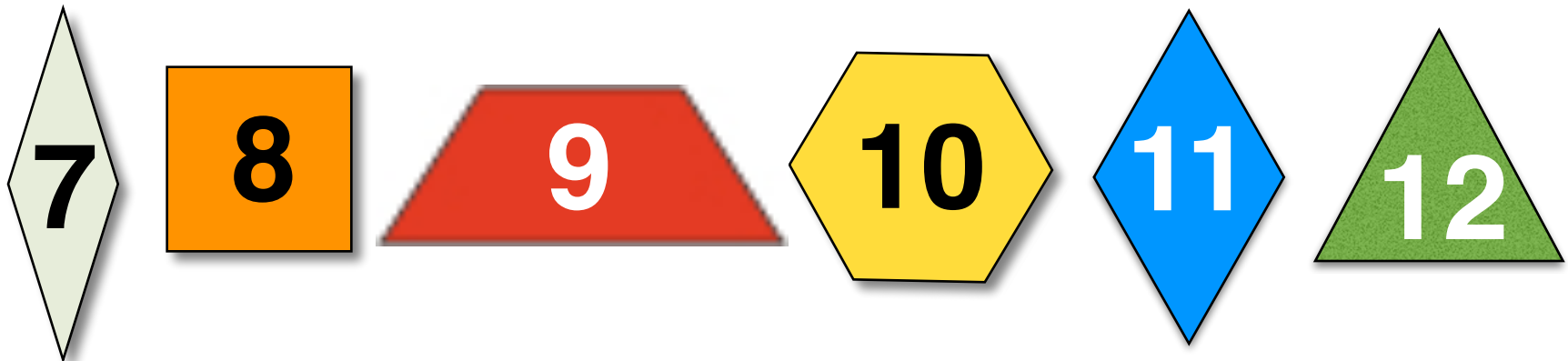
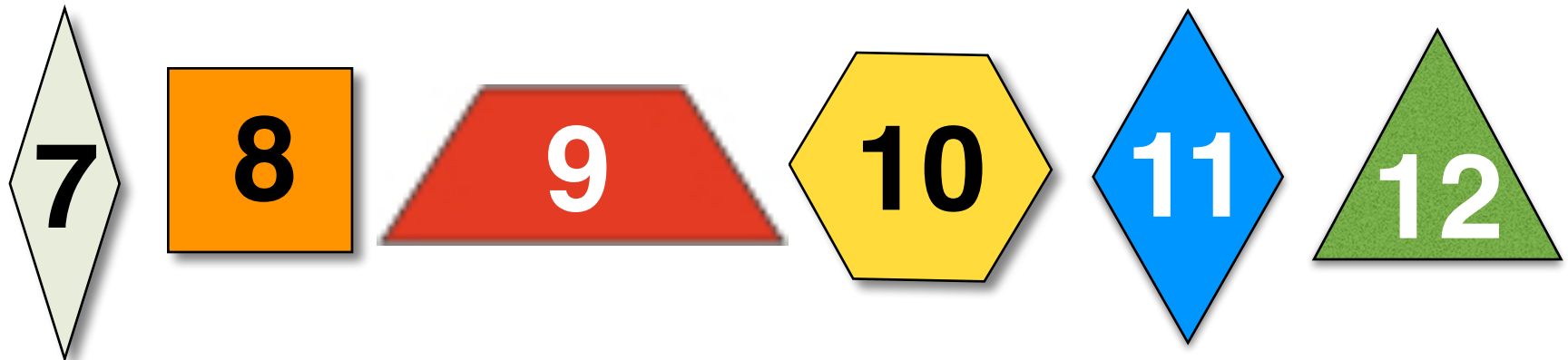
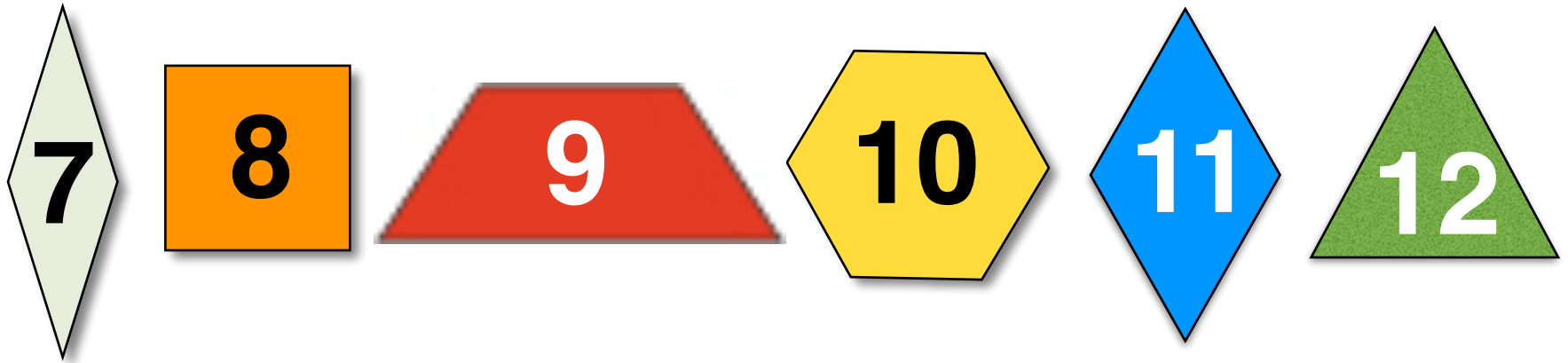


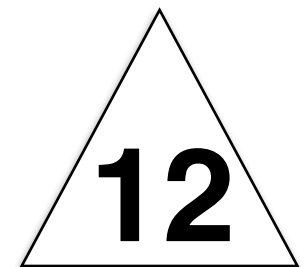
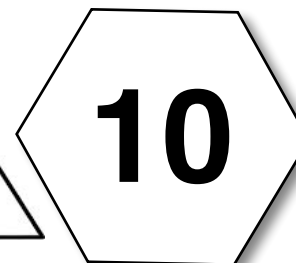
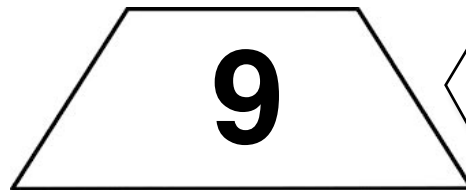
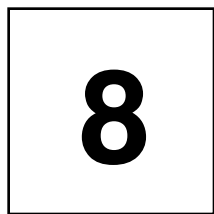
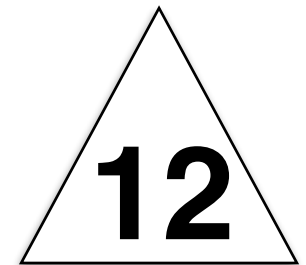
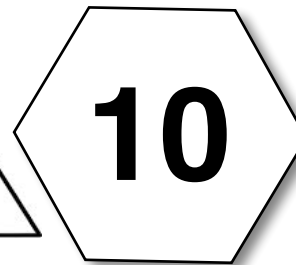
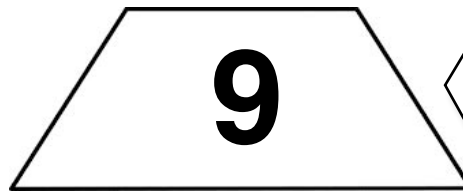
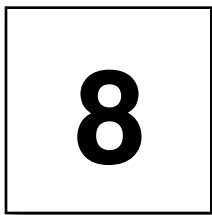
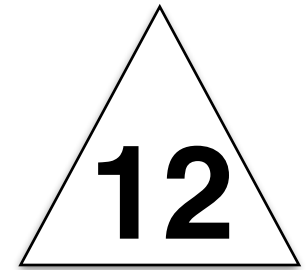
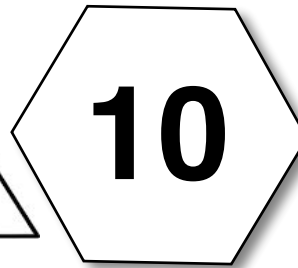
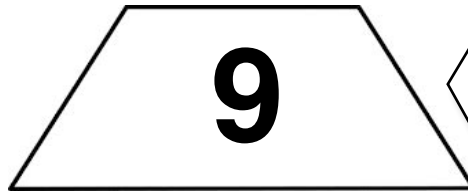
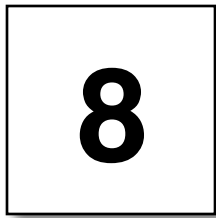
So that students can practice addition, I've made cards with higher numbers.

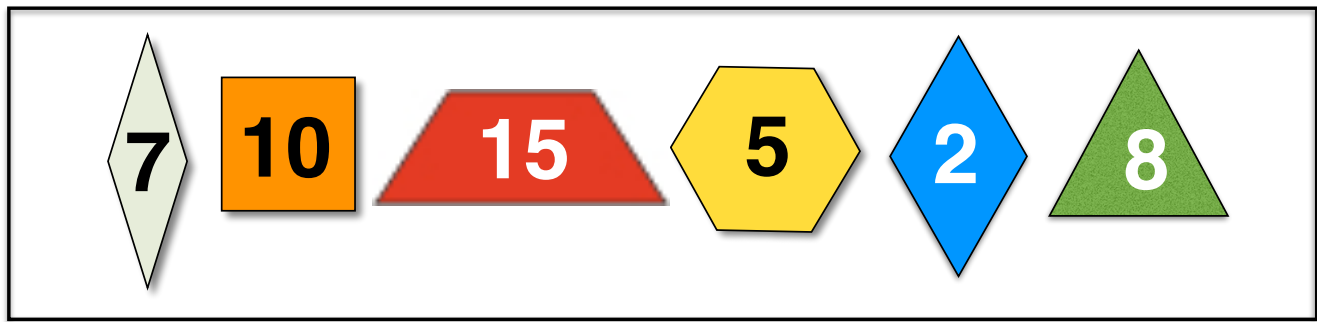
Students play the game the same as above, but here they will roll two dice and add them together to get a sum that will match a number on one of the pattern pieces.











Randomly scoop a cup full of pattern blocks into a class set of Dixie cups.

Give a recording sheet and a cup of pattern blocks to each student.

As students take a pattern block out of their cup they record the value of that piece on their recording sheet.

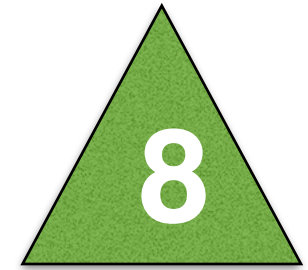
If you don't want to run off recording sheets, hang up several pattern block value cards, where students can see the number value.

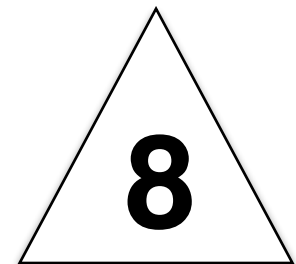
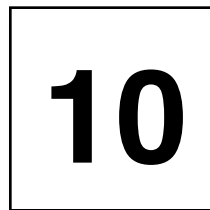
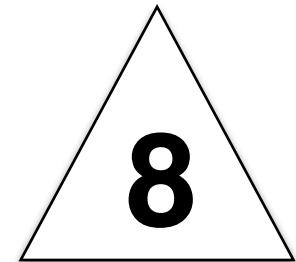
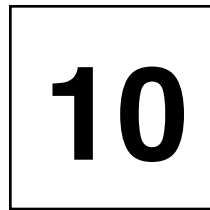
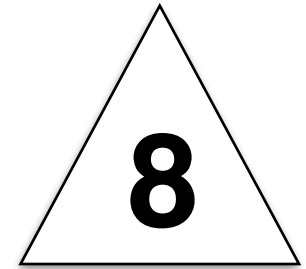
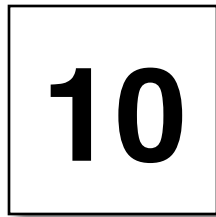
Children continue to take pattern blocks out of their cup and record their value in a vertical column, 'til they have emptied their cup.

Students then add up the total amount of points that was in their cup.

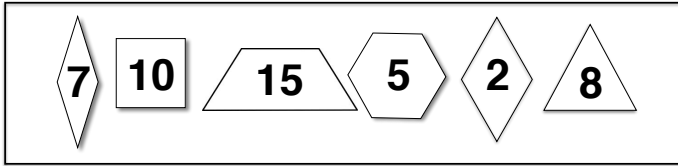
Gather the students to see who had the highest and lowest totals.

Did anyone have the same total as another?



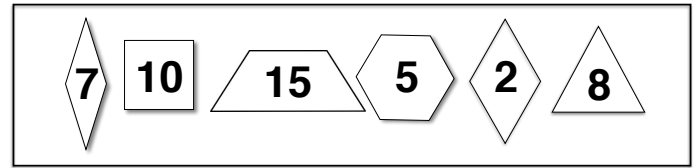


Pattern Block Points

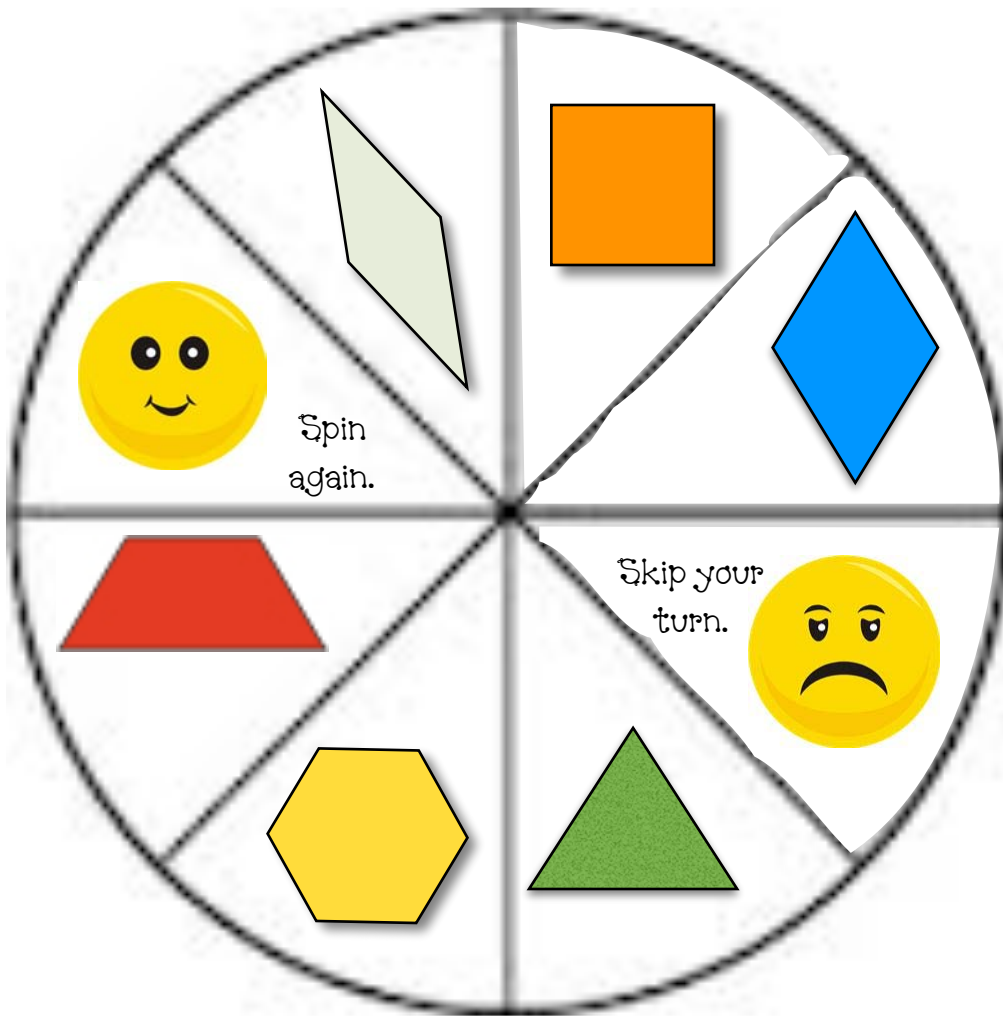


The value of the pattern blocks are listed above. Total up the points in your cup.

Pattern Block Points



The value of the pattern blocks are listed above. Total up the points in your cup.



Students pick a partner and take turns spinning. Whatever pattern block they land on is the pattern block that they color on their recording sheet.

If you want to use the mats each year, laminate them and have students place the matching pattern piece on top.

If they land on the happy face they get to spin again.

If they land on the sad face they lose their turn. The first one to color in or cover their recording sheet is the winner.

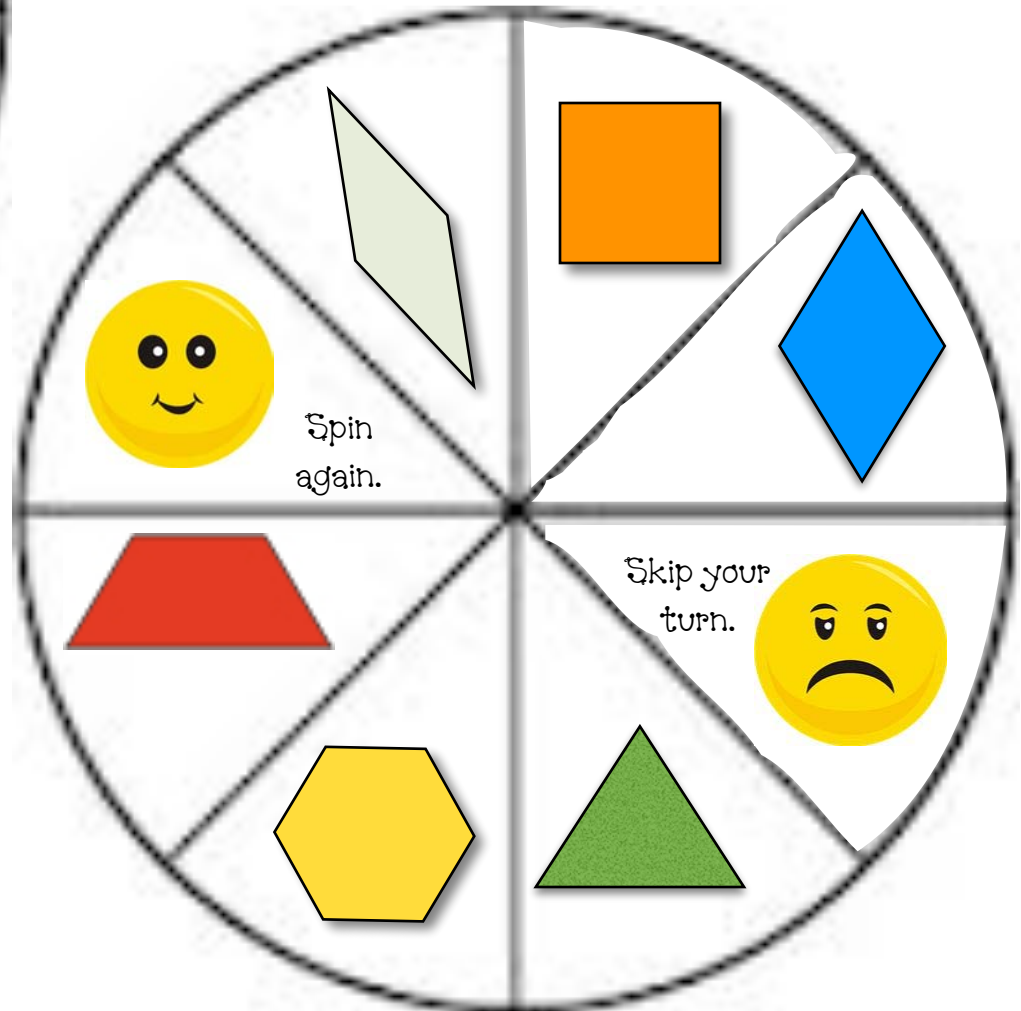
Pattern Block Spinners.

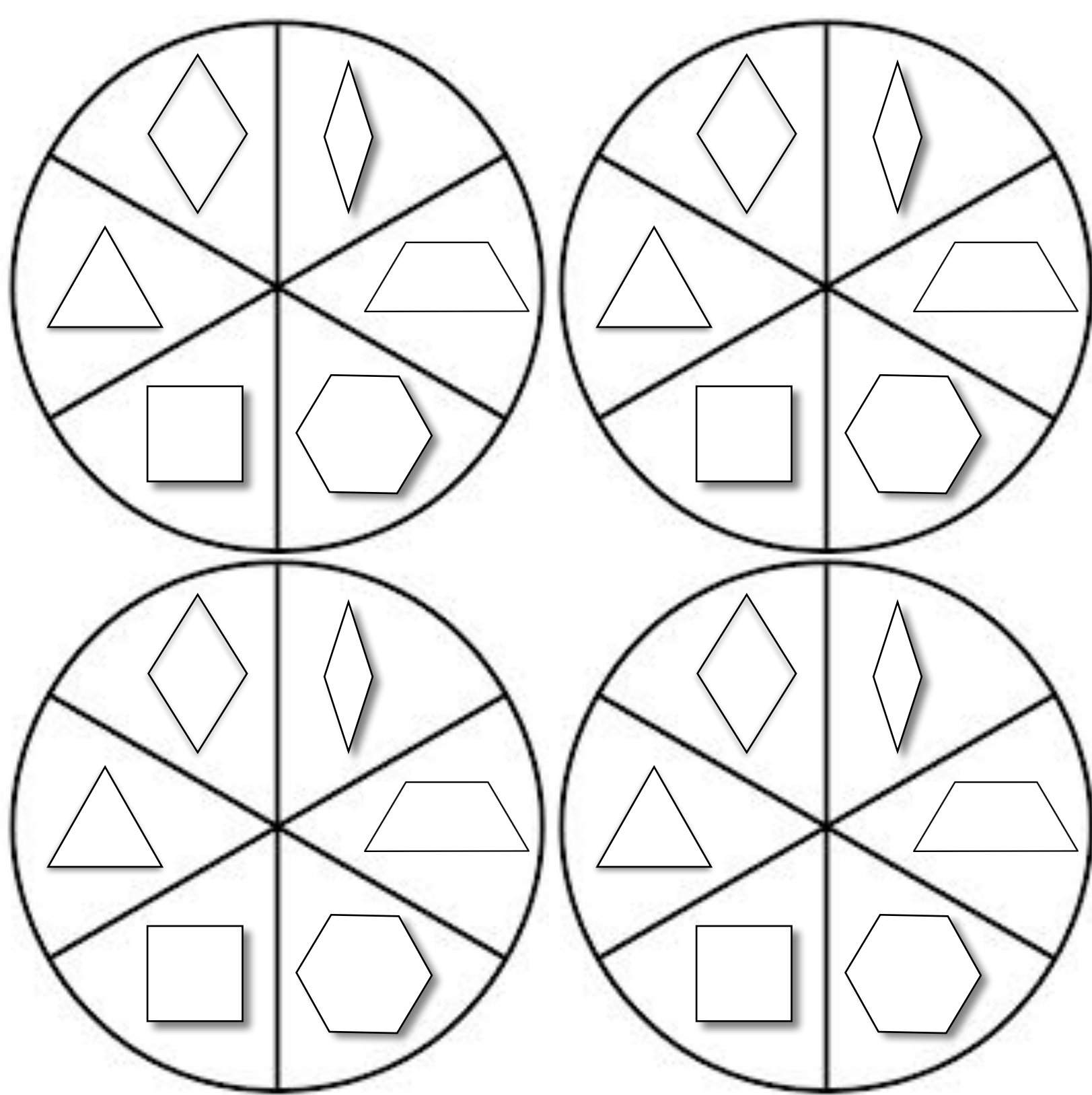
Print, glue to a square of construction paper, laminate and trim.

Poke a hole in the center and attach a paperclip with a brass brad.

Teacher supply stores also sell the metal arrows that have a hole in the center.

You could also spin the paperclip by using a pencil to hold it in place.





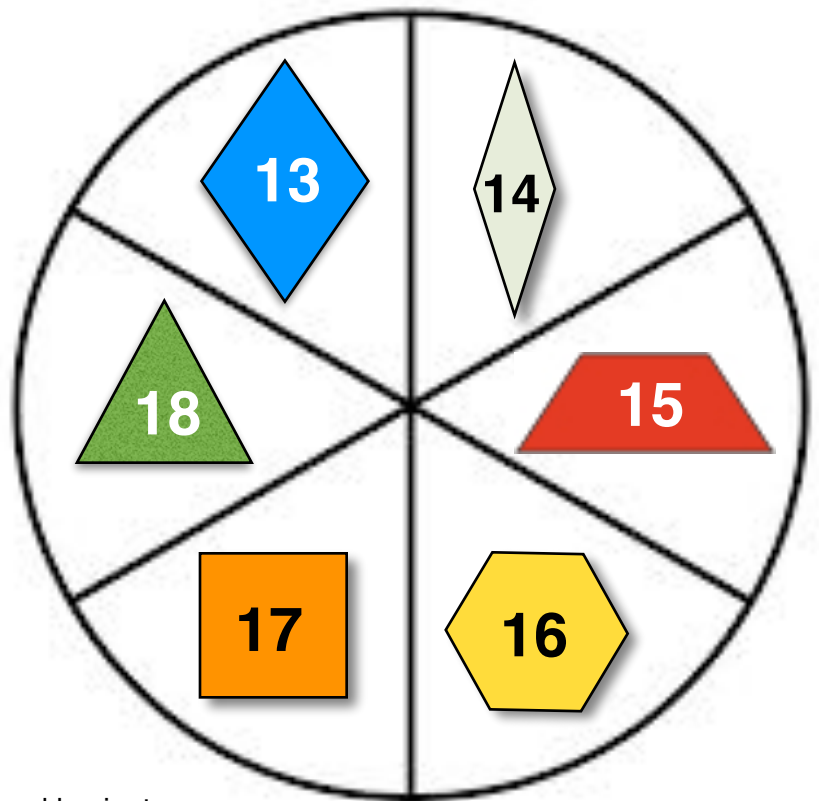
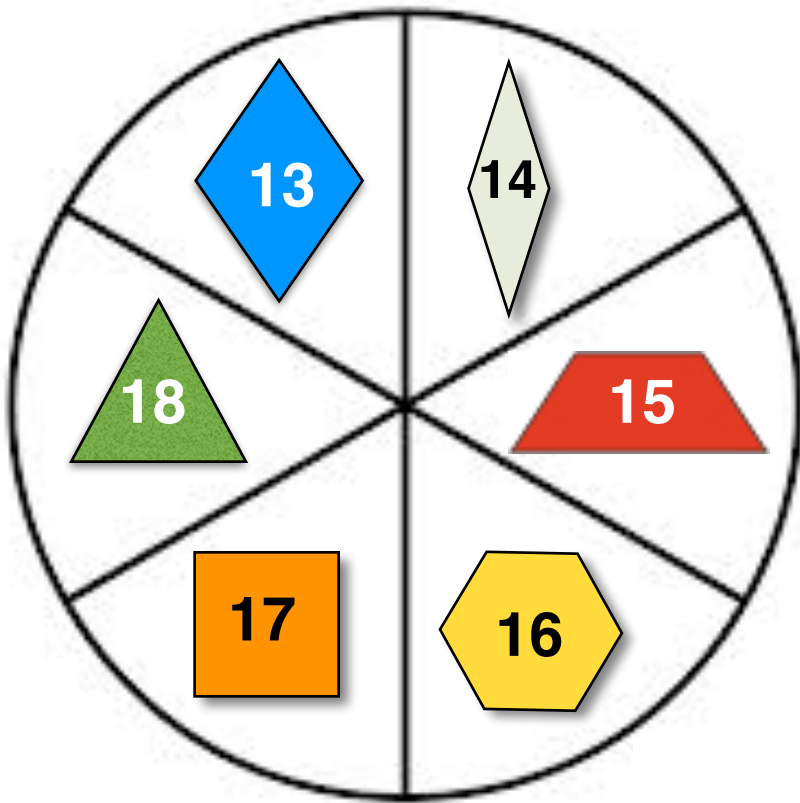
Run off and trim.

Students choose a partner and take turns spinning.

They color whatever piece they land on.

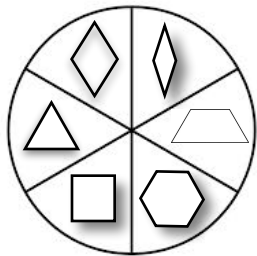
The first one to complete their recording sheet is the winner.

If you want to conserve paper and use these each year, laminate them and instead of coloring in the shapes, have students place the matching pattern block on top.



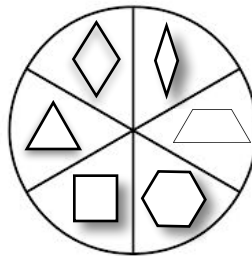
This is another spinner game, with different numbers, so that students can practice with teen numbers and addition.

Print, trim and glue to a square of construction paper and laminate.
 Poke a hole in the center and attach a paperclip with a brass brad.
 Students choose a partner and take turns spinning.
 Whatever pattern block they land on, they write that number on their recording sheet in a vertical row.
 After they have spun X amount of times (you decide) students **add** up the points they have scored.
 The player with the most points is the winner of that round.
 Play continues 'til the timer rings. If time, have students figure out a grand total of all of their games.
 Gather the students together to see who got the lowest and highest totals.
 Did anyone get the same total as someone else?



Pattern Block Points

Record the value of your spins in a vertical column. When you have taken all your turns, add up your total number of points.



Pattern Block Points

Record the value of your spins in a vertical column. When you have taken all your turns, add up your total number of points.