



**TEACHER PAGE**  
**Lesson: Finding Patterns with Frogs**  
**Teacher-Author: Lorri Alonzo**  
**ASSET Animator: (Joyce) Duangrat Viriyaampaivong**

**New Arizona Math Standard 3 Patterns, Algebra and Functions Grades K-2 Articulated 3MK1-03** Create grade level appropriate patterns; **3M11-03** Create grade level appropriate patterns; **3M21-03** Create grade level appropriate patterns

Learning objectives: The student will be able to:

- create a pattern using symbols
- create a pattern using designs and shapes
- create a pattern with auditory sounds
- create a kinesthetic pattern.

**Notes:**

There is a printer activity in the SHOW section—but the assessment is complete without this added activity.

**Overview and Content:**

Students will be creating and completing patterns. Students must analyze what they see by number, letter and color to chose the appropriate fill-ins.

**Engage students:**

Using pattern blocks or disk on the overhead the teacher may introduce patterns with the intent of relating them to numbers. Counting out loud, skip counting and counting by 2's would introduce relating patterns to math.

**Follow-up:**

The excellent activities at <http://teams.lacoe.edu> (then click on Linda's Classroom) are relevant to the concept of patterns and appropriate to add to this lesson. The SO WHAT! and DIG DEEPER sections ask students to look for other types of patterns observable around them. TALK ABOUT IT! has students developing their own patterns with classmates (or anything they discover to use). This may be a game with groups developing patterns that other groups have to identify—keeping score adds motivation.

**Assessment:**

Students will have to make more than one pattern correctly from given supplies. When a pattern is complete it can be printed out and critiqued by a classmate for correct patterning. A color printer is fun here.

