

## Mini Lesson: Patterns

**1. Grade Level/ Audience:** 4th grade

**2. Curriculum Topic:** AR.Math.Content.4.OA.C.5

- Generate a number or shape pattern that follows a given rule
- Identify apparent features of the pattern that were not explicit in the rule itself

**3. Tools:** Powerpoint and Beebot

**4. Synopsis of what I am doing including how I am using the tools:**

In this lesson, I will be using Powerpoint and Beebot to help students learn about generating patterns. First students will work in pairs with a powerpoint game that has them predict the next one or next three numbers or shapes. When students get the answer right, they get to move to the next level of the game. Students will be using the Smartboard to play this game. This will be like a center to help them review the content. In another center, students will be using Beebot to create patterns. First students will follow the patterns written down on a paper to get used to pushing the different arrows and buttons to create a pattern. After three patterns, students will begin to create their own pattern with a rule. They will write these patterns down to turn into me, using arrows going left, right, up or down to showcase the different patterns they learned. They can also in the Beebot center create patterns and then see if their partner can figure out the rule. To ensure that all students are reached, I will pair students that are struggling to grasp the concepts with students that really understand the concepts to help them better learn from each other.