

# Control That Caterpillar

Subject: Mathematics

Grade: 4<sup>th</sup>

Teacher: Ms. Maggie Schreit

State Standard: AR.Math.Content.4.OA.C.5: Generate a number or shape pattern that follows a given rule and identify apparent features of the pattern that were not explicit in the rule itself.

## Lesson:

For this lesson, I will be using Code-a-pillar and Microsoft Word. I will begin the lesson by showing students the Code-a-pillar and explaining to them that I control the pattern in which the Caterpillar goes. After I show them various things that the toy can do, I will let them try. After they get the hang of the toy, I will ask them to get their iPads or get on the computers. For their assignment, they will have to type in a Word Document all sorts of different ways, that they can think of, that the Code-a-pillar to move. The students can also work in pairs or groups of three. At the end of the class, the students will present their patterns, using the toy, to the rest of the class and myself. While the children are working, I will go around the room to ensure they understand what they are to do. The Code-a-pillar will also be going around the room for each group to play with and use while working on their assignment.

## Modifications:

For students that need modifications, they will be sat with 2 or more people to work with. They will be check up on regularly by me.