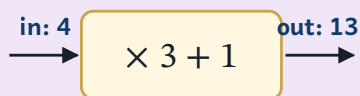


FINDING THE RULE FOR A GAME SCORE PATTERN

- Look at the scores 4, 7, 10, 13 from a board-game round.
- See what changes each time: 4 to 7 is up by 3, 7 to 10 is up by 3, 10 to 13 is up by 3.
- Say the rule in plain words: start at 4, then add 3 each time.
- Check it works: add 3 to 10 and you get 13, which matches, so the wording is correct.

WARM-UP

Write the rule in plain words under each game-score pattern on the page.



- Write the rule in words under the pattern 9, 14, 19, 24
- Write the rule in words under the pattern 50, 45, 40, 35
- Write the rule in words under the pattern 1, 3, 7, 15

PRACTICE

- In a board-game race the token lands on spaces 21, 24, 27, 30. Write the rule in words so a friend can keep the pattern going.
- A video-game timer shows 48, 43, 38, 33 seconds left. Write the rule in words a teammate could follow.
- Points in a card game climb 1, 2, 4, 8, 16. Write the rule in words so the next player knows what comes next.
- A dice-and-doubling game gives scores 9, 19, 39, 79. Write the two-step rule in words a friend can use.
- Level scores in a playground chase game read 5, 11, 23, 47. Write the rule in words that turns each score into the next.
- A skipping-rope challenge counts jumps 2, 6, 18, 54. Write the rule in words so the next child can continue the pattern.

? ALWAYS, SOMETIMES, NEVER

Always, sometimes or never true? Write A, S or N.

- The sentence 'start at 4, then add 3 each time' correctly describes the pattern 4, 7, 10, 13. ☐
- A rule written in plain words lets a friend carry on a pattern without seeing any working. ☐
- The only possible rule for any number pattern uses the word add. ☐
- The wording 'double, then add 1' fits the pattern 1, 3, 7, 15. ☐