

My name -



Numbers and Patterns

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Series A – Numbers and Patterns

Contents

| Topic 1 – Numbers to 10 (pp. 1–21) | Date completed |
|--|----------------|
| • 0 (zero) | / _ / |
| • 1 (one) | / / |
| • 2 (two) | |
| • 3 (three) | |
| • 4 (four) | |
| • 5 (five) | |
| • one to five | / _ / |
| • 6 (six) | |
| • 7 (seven) | |
| • 8 (eight) | |
| • 9 (nine) | |
| • 10 (ten) | |
| before and after | |
| one more and one less | |
| count on | |
| counting backwards | |
| using five as a reference | |
| how many? | |
| more than and less than | |
| opic 2 – Numbers to 20 (pp. 22–32) | |
| • 11 ana 12 | |
| • 13 to 15 | |
| • 11 to 15 | / / / |
| • 16 to 19 | / / |
| • 20 (twenty) | |
| • I to 20 | / / |
| • count on and back | / _/ |
| ordering numbers | |
| tens and ones introduction | |
| estimation | / |

Series A – Numbers and Patterns

Contents

| Topic 3 – Numbers to 30 (pp. 33–37) | Date completed |
|--|----------------|
| counting | / / |
| count and order | / / |
| matching amounts | / / |
| tens and ones | / / |
| Topic 4 – Fractions (pp. 38–41) | |
| • parts and wholes | |
| - halves | |
| • nuives | 1 1 |
| Topic 5 – Ordinal numbers (pp. 42–45) | |
| • 1st to 3rd | / / |
| • 1st to 10th | / / |
| Topic 6 — Patterns (pp. 46—55) | |
| continuing repeating patterns | |
| identifying missing elements | |
| creating repeating patterns | |
| introducing number patterns | |
| number patterns | |
| • find the mistake | |
| growing patterns | |
| Topic 7 — Number relationships (pp. 56–61) | |
| • equality | / / |
| inequality | / / |
| Series Author: Rachel Flenley | |









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Numbers to 10 – one to five









Ζ





| 1 | 2 | 3 | 4 | 5 | |
|---|---|---|---|---|--|
|---|---|---|---|---|--|



| 1 | 2 | 3 | 4 | 5 | |
|---|---|---|---|---|--|
|---|---|---|---|---|--|

| 2345 | .) |
|------|----|
|------|----|



Numbers to 10 – one to five

Which numbers are missing? Write them. 1





2 Draw lines to match the equal groups and their number.





Numbers to 10 – one to five



What to do:











3

Draw more dots to make 7.









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Work with your partner to find some other ways.

Draw them here.



Numbers to 10 - before and after

Fill in the missing numbers on the track. 1



2

Write the numbers that come **before** and **after**.









3

Find a partner. Take turns giving each other a problem such as 'What number comes **before** 10?' If they are right, give them a counter. Play until you both have 5 counters.



Numbers to 10 - one more and one less

1 Three people are in a bus. One more person gets in. How many people are in the bus now?



2 Ten bottles are standing on the wall. One bottle accidentally falls. How many bottles are left on the wall.





3 (

I have 7 sweets. My friend gives me one of his sweets. How many sweets do I have?







Numbers to 10 - count on





Find a partner. Take turns rolling the die. Together, count on to 10 from the number you roll. Tick the die below when you have counted on from its number. Play until you have counted on from every number.





Numbers to 10 - counting backwards





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Numbers to 10 – using five as a reference



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Numbers to 10 - how many?





Numbers to 10 - more than and less than

1 Anabelle has 2 cakes. Give Axel **more than** 2 cakes. Give Aman **less than** 2 cakes.



) Hakim has 4 counters. Give Henry **more than** 4 counters. Give Hannah **less than** 4 counters.









3 (A) This clock seems to be missing some numbers. Add them.





Numbers to 20 - 13 to 15



Circle the bowl with the **least** fish.

3

Use an inkpad, your thumb print and coloured pencils to put 15 beautiful fish into this tank.







Numbers to 20 - 11 to 15















Circle the right number of hands to show 20 fingers and thumbs.





Numbers to 20 – 1 to 20

1 Fill in the missing numbers.



Write the numbers that come **before** and **after**.











2

Write a number that is **more than** 11.

Write a number that is **less than** 15.







Numbers to 20 - count on and back

🖉 Count on.



2

1

Count back.



3

Find a partner. Take turns counting from 1 to 20 or from 20 to 1. Stop around half way and see if your partner can pick up where you left off. Give yourselves a big tick each time you finish it correctly.

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | ٩ | 10 |
|----|----|----|----|----|----|----|----|----|----|
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |



Numbers and Patterns Copyright © 3P Learning Numbers to 20 – count on and back



What to do:

Ask your helper to turn away. Each player should then put a different coloured counter onto the track below.

When you are ready, tell your helper and they will call out a number between 1 and 20.

If your counter is on that number, you score 3 points. If your counter is closest to the number, you score 2 points. If more than one of you is on the number or close to it, you score 1 point. Your helper will assist you with this.

Play until one lucky player scores 10 points.





Numbers to 20 – ordering numbers



What to do:

Label the plastic cups 1 to 20. Mix them up and then put them in order from 1 to 20.

Take turns removing a cup without letting your partner see. Can they guess which one has gone? They must be able to say the number! Play 3 times each.



What to do next:

You will need the 20 cubes or counters and 1 cup. You will also need to play this game in a quiet space.

Player 1, close your eyes.

Player 2, slowly and clearly drop some of the cubes or counters into the cup, one by one.

Player 1 count the drops as you hear them. If you get confused, ask Player 1 to start again.

Say the final number to Player 1. Are you right?

Swap jobs.



Numbers to 20 - tens and ones introduction





Numbers to 20 - estimation

We estimate when we guess what a number may be instead of counting exactly. We estimate a lot in daily life.

How many? Write your estimates (**e**), show a partner and then count (**c**).



2

You will need a partner, 20 counters and a book to cover them. Take turns picking a handful of the counters **without counting**. Spread them out and both look at them for 5 seconds.

Cover them with the book. Both say your estimates, and then check. Do you get better with practice?



Numbers to 30 - counting

1 Draw a face for each child in your class and finish the statement. How will you know you have counted everyone and counted them only once?

There are





Numbers to 30 - count and order

 \mathfrak{P} \mathfrak{A} Say the numbers out loud and trace the dotted ones.

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | q | 10 |
|----|----|----|----|----|----|----|----|----|----|
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | |

Write 3 numbers that are less than me. Write 3 numbers that are more than me.



Write 3 numbers that are less than me. Write 3 numbers that are more than me.





3

1

Numbers to 30 - count and order

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | q | 10 |
|----|----|----|----|----|----|----|----|----|----|
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |

1 Use the grid to help you fill in the missing numbers on these puzzle pieces.



What numbers could go on these puzzle pieces?





Numbers to 30 – matching amounts

Circle the shapes to match each number.





1

You will need 30 counters. Work in your own book. Player 1, close your eyes and take some of the counters. Both players look at the counters for 5 seconds and estimate how many. Write your estimate in an **e** box below. Now count and write the number in a **c** box. Player 2, do the same. Play 4 times.





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Numbers to 30 - tens and ones



2

Use tens and ones blocks to make these amounts. Tick the numbers when you have made them and show your teacher how you did it.







Fractions - parts and wholes



2 This is part of a teddy. Draw the other parts to make a whole teddy.





Fractions - parts and wholes



Compare your splits with a partner's drawing. Are they the same? If not, can you both be right?



Fractions - halves



1 Colour 1 half of each shape.



2 Tick the shapes that have 1 half shaded. Remember, halves must be **equal** or the **same**.





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Fractions - halves



What to do:

Cut out the shapes below. Find some different ways to fold them in halves. Show someone your ways.





Ordinal numbers – 1st to 3rd



What are some times we say or use the words 1st, 2nd or 3rd? Draw or write them.





1

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Ordinal numbers – 1st to 3rd



What to do:

Close your eyes and listen to your teacher read the rhyme. Imagine what the people might look like. Now draw each person in their box.

Cut out the boxes and staple them in order to make a book.

Read your book to someone.





Ordinal numbers – 1st to 10th

1 De Say and trace the ordinal numbers.



| Ψ | | (Milly) Karl (Danny) Zara (Luke | Tran Lachie Sam Pat Jon | |
|---|-----|---------------------------------|-------------------------|--|
| 2 | (A | Who is: | : | |
| | | 1st? | 4th? | |
| | | 8th? | 10th? | |
| | | | | |



SERIES

Ordinal numbers – 1st to 10th



What to do:

Put the 10 cups in a line upside down. Decide which end is the start of your line and put a dot on the 1st cup.

Player 1, cover your eyes. Player 2, hide the counter under one of the cups.

Player 1, you have to guess which cup the counter is under by asking a question like, 'Is it under the 3rd cup?' Player 2, you lift up that cup to show. You can also give clues such as, 'It is near the middle of the line'.

When the counter is found, swap jobs. Play 3 times each.



What to do next:

Label the cups 1st to 10th. Mix them up. Race against another pair to put them back into the right order. The first correct team sitting down with their hands on their heads is the winner!

Now, secretly take out a cup from the line. Let your partner guess which cup is missing.



Patterns – continuing repeating patterns



46

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Patterns – identifying missing elements

1 Draw the missing parts.









Find a partner. Together make a pattern using $O\Delta \Box$. Ask your partner to hide their eyes while you take 1 block out. Can they tell you which one is missing? Swap jobs.



Patterns – creating repeating patterns

You will need: (a partner

2D shapes

What to do:

Make a pattern using 2D shapes.

Which shapes did you use? Record them here.

What to do next:

This time make a pattern using these blocks $\Delta \Box$. Draw some of it here.

Now make a different pattern using $\Delta \Box$ blocks. How can you make it different if the blocks are the same? Draw some of your new pattern here.



Patterns – creating repeating patterns

We can make patterns using our bodies and our voices.



What to do:

Make this pattern with your body. Continue it.



Make up a different body pattern. Can your partner continue it? Swap roles.

What to do now:

We could record this pattern using shapes.



Record this pattern below.



What to do next:

Say this pattern out loud. Continue it.

Whoop, whoop ... dingle dingle ... whoop, whoop, dingle dingle ...

Invent your own voice pattern. Share it with the class.



Patterns – introducing number patterns



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square

circles

square

circles

square

circles

Patterns – introducing number patterns

1 Draw faces to match.

Write the numbers to match this body pattern.

Make this pattern with your body. Continue it.

3

2

Make up your own body pattern. Show a partner. Record it below using pictures and numbers.

Patterns – number patterns

1 (A) Look at each number pattern. Complete them.

Patterns – find the mistake

3

1 Description Say each pattern out loud. Can you spot the mistake? Circle the parts that are wrong.

Use 2D shapes to make a pattern. Make a mistake and see if your partner can spot it. Swap jobs.

Patterns – growing patterns

Some patterns grow. They get bigger by the same amount every time.

Draw shapes to complete these growing patterns. Name the rule.

Draw lines to match the growing patterns with their rule.

Patterns – growing patterns

What to do:

Choose a shape and build a growing pattern with it. Ask your partner to guess the rule.

Draw part of your pattern and write its rule below.

Swap jobs.

What to do next:

Tell your partner a rule and see if they can build the growing pattern to match.

1 Find someone who is the **same** height as you. Record your answer.

2 Find someone who has the **same** number of brothers as you.

Find someone who has the **same** ranking on Level 1 Live Mathletics as you.

When groups have the same amount we say they are **the same** or **equal**.

Draw pictures to make the groups the same.

is the same as

is the same as

is the same as

1 Draw blocks to make the scales balance. This means the sides have the **same** amounts of blocks. They are **equal**.

This is the equals sign \blacksquare It means the **same as**. Count. Complete the statements and read them to a partner. 1 is the same as 000 00000 $\bigcirc\bigcirc$ ••••• and ••••• is the same as 0000 000000 $\bigcirc\bigcirc$ and $\bigcirc \bigcirc \bigcirc \bigcirc$ is the same as 0000 \bigcirc and is the same as 00000 \bigcirc ()()()()and

5 blue counters and 5 yellow counters

What to do:

Here is 1 way you can equal 5.

Here is another way.

Work with your partner to find 5 other ways you can equal 5. Record them below by colouring the circles.

> = 5 = 5 = 5 5 5

What to do next:

Choose another number and find some ways to equal it.

If groups **do not** have the same amount we say they are not equal. This means one group has **more than** or **less than** the other.

