

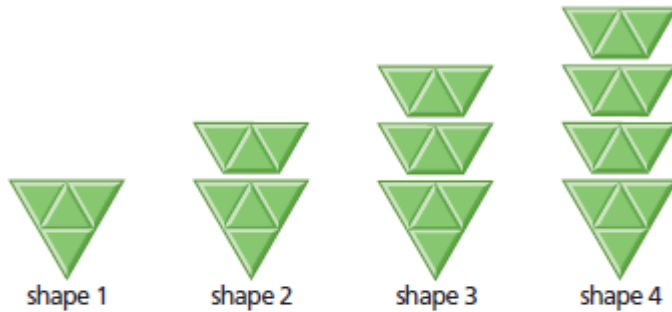
## Chapter 1: Patterns in Mathematics

### Lesson 1 – Identifying Number Patterns

**Learning Goals:** Describe a number pattern within each column of a table of values.

#### Question:

Wei made this pattern with triangle pattern blocks.



- Make a table of values to show the number of blocks for each shape in Wei's pattern.
- Write a pattern rule for each column in the table.
- How many blocks would Wei need to make shape 6?
- Use a model or diagram to check your answer for part c).

#### Answer:

a)

Wei's Pattern:

Shape number	1	2	3	4
Number of blocks	4	7	10	13

- For example, the rule for the shape numbers is start at 1 and add 1 each time. The rule for the number of blocks is start at 4 and add 3 each time.
- 19 blocks; for example, I continued the table by adding 1s to the Shape number row and adding 3s to the Number of blocks row until I got to shape 6.

Wei's Pattern:

Shape number	1	2	3	4	5	6
Number of blocks	4	7	10	13	16	19

- I used pattern blocks to keep Wei's pattern going. Shape 6 has 19 blocks, so my answer for part c) was correct.



#### At-Home Help

A table of values is a way to present numbers in columns and rows so you can see patterns. A table of values can be vertical or horizontal.

A pattern rule is a description of how a pattern starts and how it continues. For example, for the pattern 1, 3, 5, ..., a pattern rule is "Start at 1 and add 2 each time."

## Lesson 2 - Describing Relationships in Tables

**Learning Goals:** Describe how the numbers in one column of a table of values relate to the numbers in the other column.

### Question:

The table below shows how much guitar lessons cost if you also pay at the start to rent a guitar.

Number of lessons	Total cost (\$)
1	80
2	110
3	140
4	170

- Write a rule that shows how the number of lessons can be used to figure out the total cost. Explain your thinking.
- Use your rule to figure out the cost of eight lessons. Show your work.
- Show how you can check your answer for part b).
- Why do eight lessons not cost twice as much as four lessons?

### Answer:

- Multiply the number of hours by \$30 and then add \$50. For example, the cost increases by \$30 each time, so you can compare the total cost with multiplying the hours by 30.

Number of lessons	$\times \$30$	Total cost (\$)
1	30	80
2	60	110
3	90	140
4	120	170

Each amount in the total cost column is \$50 more than the  $\times \$30$  column. This difference of \$50 is probably the cost of the rental.  
The total cost is \$30 for each lesson plus \$50.

- \$290; for example,  $8 \times \$30 = \$240$ ;  
 $\$240 + \$50 = \$290$ .
- For example, I can check by extending my table from 4 lessons to 8 lessons by adding \$30 to each previous cost:

Number of lessons	Total cost (\$)
1	80
2	110
3	140
4	170
5	200
6	230
7	260
8	290

- For example, 8 lessons would cost twice as much as 4 lessons if there were no charge for the guitar rental. But a rental charge of \$50 is included in each cost and you would not be paying that twice.

### At-Home Help

You can write a pattern rule that relates the numbers in one column of a table of values to the numbers in the other column. For example,

Li spent \$2 on a lunch discount card. With her card, each lunch costs \$3.

Number of lunches	Cost (\$)
0	2
1	5
2	8
3	11

Li's rule is "Multiply the number of lunches by 3 and add 2."

So, if Li has 10 lunches, the cost will be  $10 \times 3$  plus 2, or \$32.

### Lesson 3 – Using Expressions to Create Tables

**Learning Goals:** Create and use a mathematical expression to make a table of values.

#### Question:

Number of games	Total cost (\$)
1	10
2	22
3	
4	
5	

Asha and her friends are going bowling. The cost of each game is \$12 for the group. They have a coupon for \$2 off the cost of the first game.

- Why do the numbers 10 and 22 make sense in the second column of the table at the left?
- Use words to write a rule that you can use to calculate the total cost for any number of games.
- Write an expression that has the same meaning as your rule in part b). Remember to include a variable in your expression.
- Copy the table. Use your expression to figure out the missing numbers.
- How many games can Asha and her friends play for \$82? Show your work.

#### Answer:

- For example, the number 10 makes sense because the first game will cost \$12 – \$2 and that's \$10. The number 22 makes sense because it will cost \$10 for the first game and \$12 for the second game and  $10 + 12 = 22$ .
- For example, the rule for figuring out the cost in dollars is multiply the number of games by 12 and subtract 2.
- For example,  $12g - 2$ , where  $g$  is the number of games
- Cost of Bowling

Number of games	Total cost (\$)
1	10
2	22
3	34
4	46
5	58

- 7 games; for example, my table shows that the cost goes up \$12 for each game they play. It costs \$58 for 5 games, so it would cost \$70 for 6 games and \$82 for 7 games. I checked with my expression and it was right.  $7 \times 12 = 84$  and  $84 - 2 = 82$ .

#### At-Home Help

An expression is a phrase that uses operations with numbers, variables, or both. For example,  $s + 4$  is an expression that means "Add 4 to the number that  $s$  stands for."

You do not have to write the multiplication sign when you multiply a variable by a number. For example,  $3 \times s$  can be written as  $3s$ .

## Lesson 4 - Comparing Expressions

**Learning Goals:** Create related number patterns, and compare the expressions that describe them.

### Question:

Jason created a pattern with linking cubes. He made a table to describe his pattern. What cube patterns and expressions can you make by changing Jason's starting number or the amount he added each time?

Row (r)	Number of cubes
1	5
2	8
3	11
4	14

**Answer: - Possible Solution**

#### Cube Pattern 1

**Pattern:** Start with 5, and add 2 for each row.

**Expression:** To get the number of cubes, use  $2r + 3$ , where  $r$  represents the row number.

Row number	Number of cubes
1	5
2	7
3	9
4	11

#### Cube Pattern 2

**Pattern:** Start with 6, and add 3 for each row.

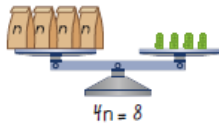
**Expression:** To get the number of cubes, use  $3r + 3$ , where  $r$  represents the row number.

Row number	Number of cubes
1	6
2	9
3	12
4	15

## Lesson 5 - Equivalent Equations

**Learning Goals:** Model and create equivalent equations.

### Question:



- a) Which equations are equivalent to  $4n = 8$ ?  
Explain how you know.

$$4n + 2 = 10$$
$$2n = 4$$

$$16n = 32$$
$$8n = 10$$

- b) Write one more equation that is equivalent to  $4n = 8$ .  
Explain how you know that your equation is equivalent to  $4n = 8$ .

### Answer:

- a)  $4n + 2 = 10$ ,  $2n = 4$ ,  $16n = 32$

For example, if you add 2 to both sides of  $4n = 8$ , you get  $4n + 2 = 10$ .

If you divide both sides of  $4n = 8$  by 2, you get  $2n = 4$ .

If you multiply both sides of  $4n = 8$  by 4, you get  $16n = 32$ .

$8n = 10$  is not equivalent because you would have to multiply  $4n$  by 2 to get  $8n$  on the left side and then add 2 to 8 to get 10 on the right side. You would have to change each side in a different way. You can also tell because all the other equations are true when  $n = 2$ . But  $8 \times 2 = 16$ , not 10.

- b) For example,  $4n - 7 = 1$ . I subtracted 7 from both sides of  $4n = 8$  to get  $4n - 7 = 1$ .

I did the same operation on both sides of the equation, so the equations are equivalent.

The solution to  $4n = 8$  is  $n = 2$ , and the same solution works for  $4n - 7 = 1$ .

### At-Home Help

The **solution to an equation** is the number that makes the equation a true statement. For example, the solution to  $p + 2 = 5$  is  $p = 3$ , because  $3 + 2 = 5$ .

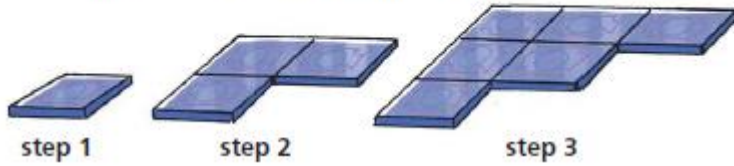
**Equivalent equations** are equations that have exactly the same solution. For example,  $3m = 6$  and  $3m + 4 = 10$  are equivalent equations, because the solution for both is  $m = 2$ .

**Lesson 6 - Solving Problems Using Patterns**

**Learning Goals:** Identify and use patterns to solve problems.

**Question:**

- Tiles are being used to make this design. How many tiles might be in step 10? Show your work.



**Answer:**

55 tiles; for example, I can make a table. The pattern for the bottom row is start at 1 and add 2, then add 3, then add 4, and so on.

Step number	1	2	3	4	5	6	7	8	9	10
Number of tiles	1	3	6	10	15	21	28	36	45	55

+2 +3 +4 +5 +6 +7 +8 +9 +10