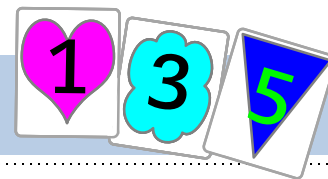


Pattern Craze

Recognize and create patterns to beat your friends in this multiple craze battle.



Strands:

Number & Quantity	X
Algebra	
Functions	
Geometry	X
Statistics & Probability	

Materials Needed:

- Deck of *Pattern Craze* cards
- *Pattern Craze* strips, 1 per player
- Tokens, 1 per player
- Paper
- Pencil

Where:

Outside	
Inside	X
On-line	
On-site	

Set-Up:

- Cut apart each strip of 5 *Crazes* along the dotted line. Give one strip and two tokens to each pair of players. Begin with tokens on Craze I.
- Choose a dealer. Deal 10 cards to each player.
- Pile the remaining cards face down in the center of the playing surface.
- Place the top card face up next to the deck to create a discard pile.
- Play starts with the player to the left of the dealer.

Object of the Game: Players identify number and picture patterns and work towards fluency in adding and subtracting within 15.

Playing the Game:

1. *Crazes* must be completed in order and only one per round. In each round, try to complete your current Craze and make a number or shape pattern to play the rest of the cards in your hand. If you don't complete a Craze during a round, repeat it in the next round!

The Crazes:

Use 4 cards to make a number pattern that increases by 2.

Craze I

Use 4 cards to make a number pattern that decreases by 3.

Craze II

Use 4 cards to make a number pattern. Each number must be a multiple of 3.

Craze III

Use 4 cards to make a number pattern. Each number must be divisible by 2.

Craze IV

Use 6 cards to make your own number pattern. Ask someone to guess your rule.

Craze V

On Your Turn:

1. Pick up the top card from the deck or from the discard pile. Try to complete your Craze for the round. Disregard the shapes for number patterns.
2. If you complete a Craze:
 - a. Lay the Craze pattern face up in front of you. Explain your pattern.
 - b. If you can form a pattern using 5 of the remaining cards in your hand, lay it down. Your pattern can use numbers or shapes. Explain your pattern.
 - c. Discard a card to complete the round.
 - d. If a player has no more cards to play, other players get one more turn.
3. If you cannot complete your Craze, discard a card from your hand. Play continues to the left.
4. On the last round, make 1 or 2 number or shape patterns of your choice. Each pattern must use at least 4 cards. Lay down the patterns even if you cannot make your Craze.

Scoring a Round:

1. If you complete your Craze:
 - a. And you are the first player to do so, you earn 0 points.
 - b. But you are not the first player to do so, you earn 5 points.
 - c. Move onto the next Craze in the next round.
2. If you did not complete your Craze:
 - a. You earn 10 points.
 - b. Repeat the Craze in the next round.
3. Count additional points based on the cards remaining in your hand:
 - a. Cards 1 through 9: Earn 5 points for each card.
 - b. Cards 10 through 15: Earn 10 points for each card.

To Win: Be the first player to complete all 5 Crazes. If more than one player completes the fifth Craze during the same round, the player with the least amount of points wins.

Think About It:



1. How can you extend a pattern?
2. What were some strategies you used to make patterns?
3. What pattern was the most difficult to create?
4. What other characteristics do you notice about some of your patterns? (Ex: always even, always odd)

Variations:

Use Fewer Cards: To complete a Craze, you don't need to use all of the cards in your hand. Cards left in your hand count in your score for the round as in Scoring a Round.

Collaborate: Play with the cards face up on the table to collaborate rather than compete. Allow other players to play cards on your patterns.

Double Pattern: Pay attention to the shapes in number patterns. Double the points for other players if you complete a Craze with a combined number and shape pattern.

Helpful Hints:

- Play the first hand with cards face up. Talk about different ways to organize your cards to make patterns.
- Think about what cards you could use to make patterns before starting each round.