# Patterned Pathways
### (Grades K through 2)
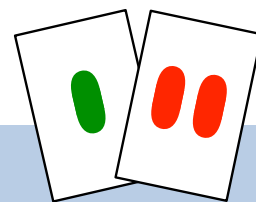
**Strands:**

| | |
|---|---|
| Number & Quantity | |
| Algebra | |
| Functions | |
| Geometry | X |
| Statistics & Probability | |

**Materials:**

- K–2 gameboards and answer keys
- 4 game pieces
- Tetrahedral die

**Where:**

| | |
|---|---|
| Outside | |
| Inside | X |
| On-line | |
| On-site | |

Use your pattern recognition skills to move your game piece across a patterned board in this game for 1 to 4 players!

**Set-Up:**
- Choose one of the gameboards labeled K–2.
- Place a game piece on one of the starting points (sun, cloud, lightning bolt) for each person playing the game.

**Object of the Activity:** Compare and match figures' attributes to move your game piece across a patterned board.

**Playing the Game:**

1. Roll a die and move your game piece across the board that number of spaces. To move from one space to the next, the 2 spaces must share a side and the figures on each space must have an attribute in common. (Exception: On your first turn, you may move to any adjacent space.)
   a. The attributes that can match are color, shape, shading, and number of shapes.
   b. For example, if your piece is on a space with one green, filled-in triangle, you may move to an adjacent space that displays two orange, filled-in ovals because both spaces have filled-in shapes.

2. After you have finished moving your game piece the correct number of spaces, your turn is done. The player on your right takes a turn.

3. Play continues in this manner until one player reaches their ending point on the opposite side of the game board.

**To Win:** Once a player lands on the space on the opposite side of the game board that matches their starting space, that player wins the game.

**Think About It:**
- What are the colors of the figures you are comparing?
- What are the shapes of the figures you are comparing?
- How many shapes are in the figures you are comparing?
- What are the shadings of the figures you are comparing?

**Variations:**

**Patterned Pathways II (Match Two Attributes):** Follow the same rules as listed above. However, in order to move to an adjacent space, the two figures must have at least **two** attributes in common.

**One Player:** Find the shortest route from a starting space to the corresponding ending space.

**Helpful Hints:**
- Try to plan a pathway before you start moving your game piece around.