

## LESSON PLAN

### SPECIFIC OBJECTIVES

The students will

- be able to identify and make sequences using straight and curve lines.
- be able to create patterns.
- be able to recognise and extend shape patterns.
- know the order of number pattern and can fill the missing terms.
- learn to create attractive design using patterns.

### CONTENTS EXPLAINED INSIDE THE CHAPTER

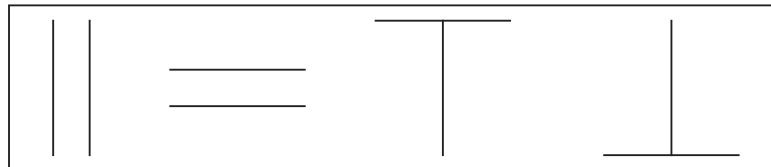
- Number patterns (pages 72–73)

### TEACHING AIDS

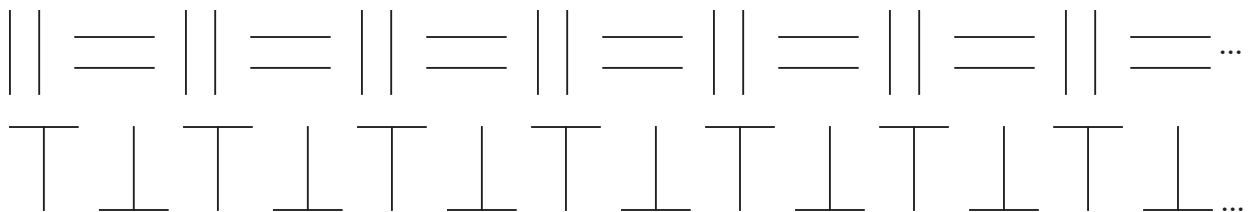
Different types of objects like pencils, chalks, erasers, sharpeners, dusters, crayons, leaves, beads, pebbles, marbles, etc.

### TEACHING STRATEGY

- First, the teacher should divide the class into groups of 2 – 3 students each and then, she should mark 2 or 3 simple signs on a blackboard and ask each group to copy those signs alternately on a sheet of paper. For example:



Students can make the sequence as:



Again, the teacher should invite the students in groups and provide them some kinds of objects with an instruction that they will arrange these objects in a certain order to make their own patterns. For this activity, the teacher may arrange a pattern to make the concept clear. Thereafter, she should go through the pages 71–72 for providing more practice to the students.

- Next, the teacher should take some placards and call up the students in groups of 8 – 10. Then, she should ask them to stand up in a row near the blackboard and show their numbers written on placards to the rest of the class. Note that the students should be in a certain order with their numbers. Also, she should explain the rule that is followed by a particular pattern to the class. After repeating this activity for other groups up to 4 – 5 rounds, the teacher should go to pages 72–73 for text and exercise.
- Further, the teacher should talk about *Rangoli* which is created occasionally in our homes. Then, she should ask the children to colour the design given under part (c) on page 74 as per their choice. She may praise and encourage them.

### EXPECTED LEARNING OUTCOMES

Students are able to

- create a number of sequences using simple curves/designs.
- understand the given shape patterns and extend them smartly.
- find out the rule followed by a number pattern and using to the missing terms.
- make *rangoli* on a particular occasion.