## **Pattern Maker**

Grades K - 3



#### Purpose of this activity:

To help students with dyslexia practice their pattern recognition skills, which are crucial for early reading, math, and problem-solving. Recognizing patterns enhances their ability to predict and understand sequences, making it easier for them to grasp concepts in both literacy and numeracy.

#### What you'll need:

Colorful beads or buttons in various shapes and sizes, string or pipe cleaners, pattern cards, and small bowls or containers for sorting beads/buttons.

### How to play:

- 1. Place the small containers on the work surface and begin sorting the beads/ buttons into groups by color or size (you can choose). Place the string/pipe cleaners on the work surface as well. Cut out the pattern cards and place them face-down on the work surface next to the bead cups.
- 2. Pick a pattern card and use the beads/buttons to make the pattern on your string/pipe cleaner. Make sure you look at the "Sample Patterns" card if you need help figuring out what the pattern should look like.
- 3. Once you have completed the first pattern, take the beads back off and put them in their container. Pick another card and create that pattern.
- 4. Continue making new patterns until you have done as many as you can but at least 5 different patterns.
  - \*Challenge: Make a set of pattern cards on your own and save them for the next time you do this activity or share them with a peer and see if they can complete the patterns.

A B C, \_ \_ \_ A B A C, \_ \_ \_ A B A, \_ \_ \_ A A B C, \_\_\_\_ A B C C, \_ \_ \_ **A A B**, \_ \_ \_ A B B C, \_\_\_\_ A B C B, \_ \_ \_ A B B, \_ \_ \_ A B C D, \_\_\_\_ A B C B C, \_ \_ \_ \_ A B C A, \_ \_ \_

# Pattern Maker Sample Patterns











