Grade 4 Math Function Machine Activity #1

What I should be learning about and practicing in this activity:
-Identify patterns found in charts and tables
-Use charts or tables to extend patterns to solve problems
-Write a pattern rule
-Use an equation to represent a pattern
-Substitute a number into an equation and solve. (A Dorito - the term we use in the classroom to help us to remember to solve equations one part at a time)

Use the table below to complete the function machine activity:

Input	Output
2	4
5	10
0	0

What is the pattern rule?

Multiply by two

What is the algebraic expression?

____ x 2

Write three "doritos" where you choose numbers to substitute into the expression and solve.

____ x 2
6 x 2
=12

_____ ×2

8×2

= 16

_____ × 2

10×2

= 20