Input Output Patterns Relay

Purpose
- Students will match numbers to the appropriate input/output table that they are missing from.

Materials
- Matching Cards - Attached after Lesson Plan
  - Print on different color card stock to differentiate groups

Length
20 min.

Introduction
Review how to spot the rule in an input/output table by doing a couple examples together.

Implementation | Relay

Directions
1. Divide the class into teams no larger than 5.
2. Each group will have a specific cone color or spot as their starting point.
3. Set a cone with items or simply drop items in a pile for students to retrieve a few feet away.
4. The students should stand in a line behind the start cone.
5. When the teacher says the 'magic word', the student will skip, hop, march, jump, etc. to retrieve an item and bring it back to their team.
   a. To help keep order, have the next student wait until you say go for them to move.
6. Continue relay until students have collected all cards.
7. In their team space, have students work together to sort or match up their cards.

Cool Down
Choose a cool down option and have students repeat the 'I can' statement.

Modifications
Students may do this activity in groups as Stations or as a Memory Match.

Input	Output
5	7
8	10
13	?

15

Input	Output
14	7
20	13
27	?

20

Input	Output
5	11
8	14
10	?

16

Input	Output
6	10
12	16
17	?

21

Input	Output
10	6
18	14
22	?

18

Input	Output
12	7
24	19
30	?

25

Input	Output
11	21
17	27
44	?

54

Input	Output
12	9
23	20
55	?

52

Input	Output
28	30
34	36
55	?

57

Input	Output
10	16
28	34
64	?

70

Input	Output
18	13
47	42
65	?

60

Input	Output
31	29
47	45
65	?

63

Input	Output
13	16
36	39
41	?

44

Input	Output
12	6
28	22
55	?

49

Input	Output
14	18
57	61
41	?

45

Input	Output
2	13
46	57
24	?

35

Input	Output
14	12
27	25
38	?

36

Input	Output
18	13
29	24
33	?

28