

Subject – Mathematics	Level A2	Class III	Lesson – 10 (Play With Patterns) Worksheet – 9
--------------------------	----------	-----------	--

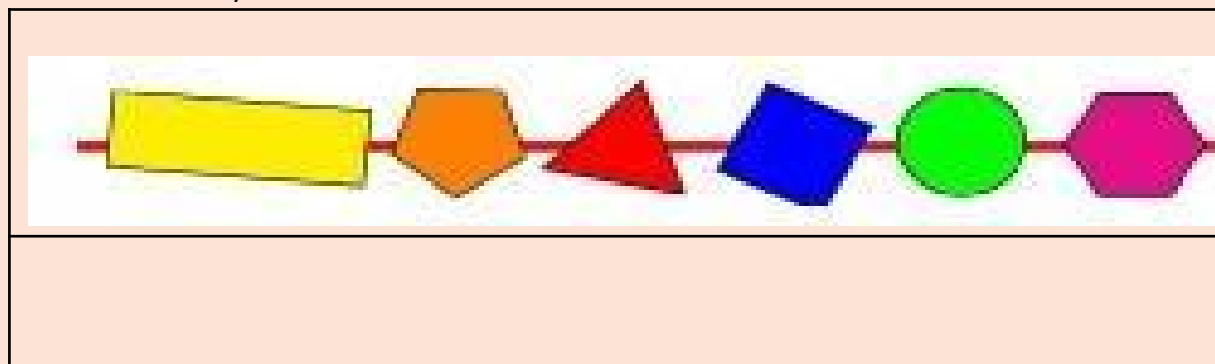
SKILL/COMPETENCY/CONCEPT	TARGET LEARNING OUTCOMES	SUGGESTIVE STRATEGIES
<input type="checkbox"/> Knowledge <input type="checkbox"/> Understanding <input type="checkbox"/> Ability to Compute <input type="checkbox"/> Problem Solving Ability	<input type="checkbox"/> Identifies <ul style="list-style-type: none"> • simple patterns. • Patterns of odd and even numbers • Patterns in surroundings (at home or in school) <input type="checkbox"/> Can make patterns and designs from straight lines and geometrical shapes. <input type="checkbox"/> Decodes the secret messages based on patterns.	<input type="checkbox"/> Individual Task <input type="checkbox"/> Group Task <input type="checkbox"/> Demonstration Method <input type="checkbox"/> Play Way

Sample Activity – 1 TLO - Can make patterns and designs

Teacher tells the students about celebration of Children’s Day. He asked them to decorate the class and corridor along with their classroom. Make hangings by using geometrical shapes or any floral design.

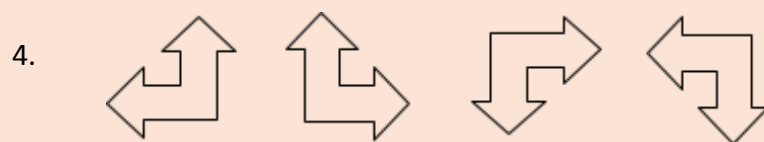
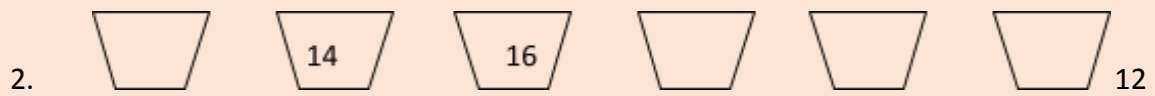
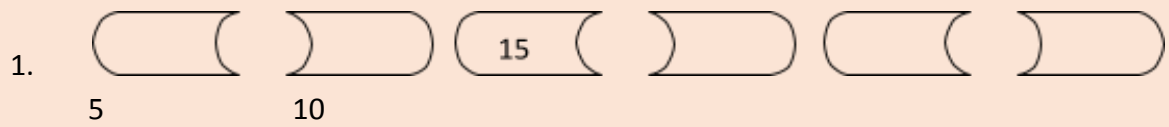
Here is the space to make your own hanging strips.

One is done for you



Learning Assessment

Observe and complete the pattern for next three steps



6. **AB CD EF**