

Grade: 1

Subject: Math

Growing Patterns

Background:

We have practiced building growing patterns and have created them on graph paper. We will model what we know as we build growing patterns in Minecraft Education Edition.

Design Challenge:

Using the blocks provide, you must build a growing pattern. Your first pattern must be built on the ground and include at least three repeating pattern cycles.

Criteria:

- The blocks must be cubed shaped.
- The pattern must use at least two different colored blocks.
- Once you have created a growing pattern that repeats horizontally, you may build a growing pattern of your own creation.

Materials: Any block in the inventory that will represent a model of a growing pattern.

Tools: Computer with Minecraft Education Edition.

Rubric:

Criteria Assessed	No Evidence 0	Attempts to meet criteria shows limited understanding 1	Meets some criteria with room for improvement 2	Meets most criteria with room from improvement 3	Meets all criteria 4
Guided Portfolio					
The student brainstormed multiple ideas.					
The student included notes or sketches about problems that occurred and their solutions.					
Project					
The model accurately represents a growing pattern.					
The growing pattern uses at least two different colored blocks.					
Oral Presentation/Group Work					
The student describes the growing pattern using complete sentences.					
The student uses clear and specific vocabulary to communicate ideas.					
The student speaks clearly.					