

## PATTERNS EVERYWHERE (ALL LEVELS)

## Ages 4 to 7 (Level 1)

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Description:	Learners will understand how patterns help us make sense of the			
	very complex world and transform information and data into			
	meaning. Learners will visually represent different patterns			
	around them.			
Leading question:	How can patterns help us make sense of our world?			
Age group:	4-7			
Subjects:	Math, Art, Computer Science, Social Science, SEL			
Learning outcomes:	-Identify different kinds of patterns on daily life			
	-Exemplify how meaning is connected to patterns			
	-Differentiate between data and information, and meaning			
Concepts and skills covered:	Pattern			
	• Size			
	• Shape			
	Repetition			
Required previous learning	None			
Total time required:	~ 4 hours across five days			
Self-guided / Supervised activity:	Medium Supervision			
Resources required:	Paper, colors, timer			

Day	Time	Activity and Description
1		Theme: Discovering patterns in your life
	10 min	Introduction. Patterns are things—numbers, shapes, images—that repeat in a logical way.
		For example, every day, the sun comes out, then it leaves and the moon comes out. Or, for example, we follow the same path to go to the grocery store everyday. Also, the week has always the same number of days, and we work for some and rest for others.
		Let the learners try to come up with a few examples.
	30 min	<b>"The Pattern Detective."</b> The purpose of this activity is for you to think about your own relationship to your life in terms of patterns. It is also a chance for you to share more about yourself!



Go around your house and/or neighborhood/school/class and find examples of 3 patterns. For instance, look at flowers, trees, fruits, routines that you have, how your house is constructed, etc.
Spend some time really searching so you are able to find diverse examples with rich and different attributes - a mixture of patterns that are beautiful, surprising, complex, curious, multifaceted, mathematical, and artistic, and that come from many different areas.
For each of these 3 patterns provide:
<ul> <li>A visual image, sample, or rendering of the pattern.</li> <li>For this, you can use pencil, colors, or you can also use small stones, beans, sticks, whatever you are able to find.</li> </ul>
<ul> <li>An image of something that the patterns remind you of.</li> </ul>
c. A name, one that you think is appropriately descriptive. For example, a pattern could be called "one circle after another one" or "many points clustered together." If learners don't know how to write, the educator or parent can write it down and then ask the learner to write it again.
Remember learners that not all patterns are directly observable. For example, we can see the symmetry in a fruit (if you cut it in half, then both halves probably look the same), or we can see how tiles are arranged in the floor, but there are things that we can not "see".
For example, we only see a pattern of day and night, after we have observed several days and nights.
Challenge: try to also look for these kinds of patterns, and think about ways of "seeing" or representing things that we can't usually see. For example:
Day – Sun Night –Moon Day – Sun Night-Moon
Learners can use this format to note their observations (although you can encourage them to also be creative regarding how to show and arrange their observations)



Pattern #1	
Name:	
Visual representation:	
What does it remind me of? (Draw something that the pattern reminds you of)         Feedback. There are no right or wrong answers here! But it is still important for learners to reflect about their work. Learners will show	
<ul> <li>their list to a peer (who has also done the exercise) or to a family member, who will look closely at what they wrote. They will comment on each other's work (or just on the learner's work) using these prompts:</li> <li>CLARIFY: Are there ideas that the learner shared that need to be clarified or explained a little bit more?</li> <li>CONNECT: Can you identify a connection with the patterns or the ideas that the learner shared? Explain what that connection is. For example, the pattern might remind you of a place you've been or your experience might be connected to one of the parts of the system that the learner identified.</li> <li>NEW IDEAS: Did the learners' analysis of the patterns extend your thinking about patterns or give you a new perspective on something? If so, share how.</li> </ul>	



2		After exploring p representing nor less observable p movement, and representing pat	atterns ir observa patterns v their bod terns.	n general, a ble patterr vith routin ies. They w	and facing ns, learners es, routes, vill also exp	the challenge will begin to sounds, mus lore ways of	e of explore ic,
	20 min (set up)	Begin Day 2 askir to keep track and	ng learne d notes of	rs to set up f the follov	o some she ving things	ets of paper :	as a diary
	5 min of reflection every night and morning	Learners will fill t I did= ✓ I didn't=Ⅹ	he chart:	this key:			
		Happened in the Happened in the	morning afternoo	= ? n= ?			
		Draw an emoji re behavior or react patterns, choose	epresentin tion (For with the	ng any oth example: ┏ learner nc	er thought IPTPP). Sind more that	associated w ce the idea is n three types	vith the to find of icons.
			Day 2	Day 3	Day 4	Day 5	
		Did I lose my temper?					
		Did I have nighttime fears or nightmares?					
		Did I wake up rested?					
		Invite learners to another behavio like to investigate	o pay atte r that we e.	ntion thro have not t	ughout the hought ab	e day and see out, but that	if there is they would
	20 min set up + 20 min of dancing	Music and Patte about ways of ur They will create t account the follo	<b>rns</b> . After nderstanc their own wing key	setting up ling music movemer s:	their diary and how it at and sour	y, learners wi is related to ad pattern ta	II think patterns. king into
		A = (snar	o vour fin	gers)			



	B= (clap your hands)
	C= (stomp your feet)
	The second se
	D= (slap in thighs)
	Example: if the keys are B,D,A,C, these movements should be: Clap, slap in thighs, snap, stomp
	The <b>choreography</b> that learners create should be at least 10 keys long (i.e. it should contain 10 individual letter keys such as A, B, C etc.).
	Invite learners to explore more intentionally different types of patterns.
	Let learners rehearse the choreography.
	If it is easier for the learners, instead of writing the keys, they can also draw and cut images representing the movement), rearrange them in different orders, and put them on the floor to follow.
	If they prefer it, they are welcome to create their own keys and movements (and to make more than 4 keys as well). The activity can be made as complex as the learners are willing to do it.
	Learners can reflect on their favourite songs and if they can identify the pattern in this? Which of the patterns that they made was their favourite? What made this their favorite?
	Learners can compose as many <b>choreographies</b> (sequence of movements) as they want!
	If possible, learners can ask somebody else at home to recreate the pattern with them. If they are in a classroom or in a group setting, encourage learners to take turns and do each other's choreography as a group, or invite them to create patterns to challenge others (it can be like a dance contest).
	Guide the learners' attention to the fact that dancing, music, and rhythm are the results of sounds and tones that repeat themselves in







		write," "they look like letters in another language", etc.)
		The images represent a song! Play the song for them:
		<ul> <li>If video is available, ask students to watch this video: //www.youtube.com/watch?v=MWbzRP5gJw4</li> <li>If you are teaching the project in a classroom setting, play this song for them: <u>https://voca.ro/1dnr91Bu64wi</u>.</li> <li>You can also share with the learners via WhatsApp the following voice note: <u>https://voca.ro/1dnr91Bu64wi</u></li> </ul>
		Ask the learners to try to follow with their fingers the patterns in the images that they just saw (part 2). The images are representing the rhythms of the song in different ways. Someone "translated" the patterns of rhythm to something that we can see. This is called a <b>Musicgram</b> and is very similar to how musicians "write" music.
		Invite learners to create their own "Musicgram" for their favorite part of their favorite song in a sheet of paper!
3		Theme: How do you use patterns? Patterns to "Zoom out"
		"Zooming out" to understand what we usually see when we are "zoomed in"
		Vision involves identifying patterns, like combining pixels. This was the inspiration for a drawing technique called pointillism. Famous painters, such as Georges Pierre Seurat and Vincent van Gogh used this technique. And it is also used in computers and screens.
		Let's see how this works.
	10 min	Have learners decide on a design they would like to paint. This can be very simple such as a rainbow or flower.
		Have learners sketch that design with pencil.
	10 min	Have learners decide on the colors that their design will have (ideally, no more than three). So, for instance, they will use green for the stem of the flower, and pink for the flower.
		Instead of filling the white space with traces, invite learners to leave marks with their fingers until most of the space has been filled. They can explore with leaving darker and lighter marks with the same color



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		and/or combining two similar colors/two shades of the same color for the same part of the drawing.
	5 min	
		After they have finished, let the paint dry, and invite them to do this exercise ("Zoom in" Thinking Routine). If learners are in a classroom setting, ask them to exchange drawings with one of their peers. If not, use their own drawing and ask the questions to a family member:
		<ul> <li>Make a tiny hole in a sheet of paper and have students place it on top of their drawing. Ask the learners: What do you see or notice? What is your hypothesis or interpretation of what this might be based on what you see or notice?</li> </ul>
	5 min	<ul> <li>Use the same sheet of paper, but make the hole a bit larger. Ask the learners: what new things do you see or notice? How does this change your hypothesis or interpretation?</li> </ul>
	5 min	• Finally, without the paper, ask the learners: What do you see or notice? What is your hypothesis or interpretation of what
	5 min	this might be based on what you see or notice?
		Explain to the learners that this process of "zooming out" that they just did with their drawings is called <b>"abstraction"</b> and patterns help us do this. An abstraction involves the synthesis of particular facts or data into one general theory or picture about something. Abstraction is the opposite of specification or staying at the level of the details. Patterns help us move away from specifics to understand what is repeating and in what way. Without patterns, we would not be able to understand what we see around us!
4		<b>Theme:</b> Learners begin a more "mathematical" exploration of patterns and learn about sequences
	5 min	Here is one example of a geometrical pattern (a pattern that uses geometry):
		Can you guess what shape comes next? (Give enough time for learners to think)



	5 min	Here's another example:
		Can you guess what shape comes next?
	5 min	One last example:
		Can you guess what line comes next?
	5 min	And here are some examples of patterns with numbers:
		11 1 1 1 1 1 1
		Can you guess what number comes next? Of course! 1. This is a very simple pattern.
		Let's try another one:
		101010101010101 What number comes next?
		How about this one:
		2 3 4 2 3 4 2 3 What number comes next?
		Invite learners to design their own sequences (they can use shapes or numbers starting with number 1).
		Learners can challenge family members or peers to guess the following number in the sequence
5		Theme: Patterns can be changed!
		Awareness of the basic patterns that exist in our world will help you see what's happening around you in a different light.



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		For example, if we see that whenever there are clouds, it is likely that it will rain, then we can expect that, if we see clouds, it is going to rain and we can then plan accordingly.
		But, most importantly, having an understanding of what might happen in a situation may give you the opportunity to create a different outcome than what you have seen before.
		Throughout the week, we have been keeping track of some behaviors in our diaries. Invite learners to take a look at them and try to observe some emerging patterns.
		Ask them to use to emojis to identify two patterns that they believe are emerging from their observations following this structure:
		"[emoji] <> [emoji]"
		For example, learners can say something like "When I ate chips late at night [with an emoji representing this], then I had nightmares [with an emoji representing this]."
		Are there "good" or "bad" patterns or habits?
		Let's "Zoom out." Ask learners to think about the same pattern in the context of a month, and in the context of a year. Is this something that they might be able to observe over the course of this time?
		Let learners brainstorm one idea to break or enhance the behavioral patterns that they identified.
		Ask them to draw a poster to remind themselves of how to break those or to encourage themselves to continue doing what they are doing correctly. They can use some of the patterns that they observed on day one or pointillism design their posters.
Assessment Crite	eria:	Final products:
		- List of patterns:
		- Each item in the list includes:
		- A visual image, sample, or rendering of the
		pattern.
		<ul> <li>A name, one that you think is appropriately descriptive</li> </ul>
		uescriptive - Posters with three suggestions to improve their babits
		- Learners are able to keep track of their behaviors over
		a week



-	Learners are able to identify three patterns of
	behavior during the week.
-	Learners brainstorm a concrete and actionable idea to
	improve their habits
-	Learners design a creative poster

Inspiration:	Arvind Ranganathan
	Patterns Book
	<ul> <li>https://artplusmarketing.com/using-patterns-to-make-sense-of-your-</li> </ul>
	world-d8034650bd98
	<ul> <li><u>https://www.mathnasium.com/examples-of-the-golden-ratio-in-nature</u></li> </ul>

## Ages 8 to 11 (Level 2)

Description:	In this project, learners will understand how patterns help us		
	make sense of the very complex world and transform information		
	and data into meaning. Learners will visually represent different		
	patterns around them.		
Leading question:	How can patterns help us make sense of our world?		
Age group:	8-11		
Subjects:	Math, Art, Computer Science, Music, Social Science		
Learning outcomes:	-Identify different kinds of patterns on daily life		
	-Exemplify how meaning is connected to patterns		
	-Differentiate between data and information, and meaning		
Concepts and skills covered:	Pattern		
	Symmetry		
	Choreography		
	Abstraction		
	Sequences		
	Fibonacci sequence		
Required previous learning	None		
Total time required:	~4 hours across 5 days		
Self-guided / Supervised activity:	Medium Supervision		
Resources required:	Paper, colors, acrylic paint or something that could leave a		
	colorful trace on paper when learners use their fingers to draw		

Day	Time	Activity and Description
1		Theme: What is a pattern?
	10 min	Introduction. Patterns are things—numbers, shapes, images—that repeat in a
		logical way. Patterns play essential roles in nature, music, dance, art,
		visualization, number, measurement, games & puzzles, knots, and even history
		and politics! For example, every day, the sun comes out, then it leaves and the



	moon comes ou grocery store ev and we work for	t. Or, for eryday. some a	r example Also, the nd rest fo	e, we foll week ha or others	ow the sa s always	ame path t the same r	o go to the 1umber of day	s,
	Let the learners	try to co	ome up w	ith defin	itions and	d a few exa	imples.	
10 min setting up	Begin Day 1 aski track and notes	ng learn of the fo	ers to set Ilowing t	t up som hings:	e sheets (	of paper as	a diary to kee	۶p
10 min of reflection		Day 1	Day 2	Day 3	Day 4	Day 5		
everyday	Did I lose my temper today? If I did, when did it happen? What happened before that? What happened after?							
	Did I have nighttime fears or nightmares? What did I do during the day that day? When did I have my last meal?							
	Did I wake up rested today? What time did I go to bed the night before?							
	Another behavior or reaction that they would like to pay							



	attention to
	Another
	behavior or
	reaction that
	they would
	attention to
	Invite learners to pay attention throughout the day and see if there is another behavior that we have not thought about, but that they would like to investigate.
	"The Pattern Detective." The purpose of this activity is for you to think about
5 min	your own relationship to your life in terms of patterns. It is also a chance for you to share more about yourself!
	Go around your house and/or neighborhood/school/class and find examples of 10 patterns. For instance, "How does your family usually spend time during the
At least	week?," "How does your body move when you dance?," "How do the phone or
30 min,	"How do the tiles in your kitchen look like?" "What do plant leaves or
invite learners	branches look like?," "What does the inside of a fruit look like?," etc.
to spend	
enough	Spend some time really searching so you are able to find diverse examples with
time	surprising complex curious multifaceted mathematical and artistic and that
observing	come from many different areas.
their	For each of these 10 patterns provide:
ngs	
-	d. A brief description of the pattern itself: what are its main
	you find it, what does it remind you of, etc.
	e. A brief description of why you found this pattern compelling
	enough to include it in your collection.
	f. A visual image, sample, or rendering of the pattern. For this,
	you can use pencil, colors, or you can also use small stones, beans, sticks, whatever you are able to find
	g. A name, one that you think is appropriately descriptive
	Remember learners that not all natterns are directly observable. For example
	we can see the symmetry in a fruit (if you cut it in half, then both halves
	probably look the same), or we can see how tiles are arranged in the floor, but
	there are things that we can not "see". For example, we only see a pattern of
	day and night, after we have observed several days and nights. Or, for instance,



observations)		snow and arrange
Pattern #1		
Name:		
Visual represe	itation:	
Main features		
•		
What doos it r	mind ma of	
what does it r		
Why do I find i	compelling?	
		1



		has also done the exercise) or to a family member, who will look closely at
		what they wrote. They will comment on each other's work (or just on the
		learner's work) using these prompts:
		<ul> <li>CLARIFY: Are there ideas that the learner shared that need to be</li> </ul>
		clarified or explained a little bit more?
		<ul> <li>CONNECT: Can you identify a connection with the patterns or the</li> </ul>
		ideas that the learner shared? Explain what that connection is. For
		example, the pattern might remind you of a place you've been or
		your experience might be connected to one of the parts of the
		system that the learner identified.
		<ul> <li>NEW IDEAS: Did the learners' analysis of the patterns extend your</li> </ul>
		thinking about patterns or give you a new perspective on
		something? If so, share how.
2		Theme: Non-visual patterns: music
	15 mins	After exploring patterns in general, and facing the challenge of representing
		non observable patterns, learners will begin to explore less observable patterns
		with routines, routes, sounds, music, movement, and their bodies. They will
		also explore ways of representing patterns.
		Music and Patterns. After setting up their diary, learners will think about ways
		of understanding music and how it is related to patterns. They will create their
		own movement and sound pattern taking into account the following keys:
		PMZ
		A = (snap your fingers)
		States
		B= (clap your hands)
		20 E
		wi l
		C= (stomp your feet)
		D= (slap in thighs)
		Example: if the keys are B,B,D,A,C,C,B,B,D,A,C,C, this in movements should be:
		Clap, clap, slap in thighs, snap, stomp, stomp
		The choreography that learners create should be at least 20 keys long (i.e. it
		should contain 20 individual letter keys such as A, B, C etc.).



20 min	Invite learners to explore more intentionally different types of patterns. For example, creating a "symmetric" pattern (e.g. BBDA ADBB) or a "cluster" pattern (e.g. BBBBBBB ACD), What would a "spiral" look like when it comes to choreography? (Again, there is no right or wrong answer or correct interpretation of the type pattern. These names and ideas should just be scaffolds for the students to explore).
	Let learners rehearse the choreography.
30 min	If it is easier for the learners, instead of writing the keys, they can also draw and cut images representing the movement), rearrange them in different orders, and put them on the floor to follow.
	If they prefer it, they are welcome to create their own keys and movements (and to make more than 4 keys as well). The activity can be made as complex as the learners are willing to do it.
5 min	If possible, learners can ask somebody else at home to recreate the pattern with them. If they are in a classroom or in a group setting, encourage learners to take turns and do each other's choreography as a group, or invite them to create patterns to challenge others (it can be like a dance contest).
5 min	Guide the learners' attention to the fact that dancing, music, and rhythm are the results of sounds and tones that repeat themselves in different order. These are also patterns that are present in many of our lives! Reflect with the students how we don't actually see some patterns, like music, but that we can find ways to represent them.
30 min	Also, spend some time thinking about how patterns are not only there: we don't only find them, we can also create them!
	Brainstorm with the learners what are other types of patterns (e.g. patterns in time - routines; patterns in how they get from one place to another- routes; patterns in how the school year is set up, etc. )
	<b>Optional- Enrichment Activity (WhatsApp-Dependent).</b> Copy the following images on a sheet of paper and Invite learners to take a look at them:
	Ask learners:







		If video is available, ask students to watch this video:
		//www.voutube.com/watch?v=MWbzRP5glw4
		<ul> <li>If you are teaching the project in a classroom setting, play this song for</li> </ul>
		them: https://woca.ro/1dpr01Bu6/wi
		<ul> <li>You can also share with the learners via W/batsApp the following voice</li> </ul>
		• Fou can also share with the learners via whatsApp the following voice
		note: <u>https://voca.ro/101191Bu64wi</u>
		Ask the learners to try to follow with their fingers the patterns in the images that they just saw (part 2). The images are representing the rhythms of the song in different ways. Someone "translated" the patterns of rhythm to something that we can see. This is called a <b>Musicgram</b> and is very similar to how musicians "write" music.
		Invite learners to create their own "Musicgram" for their favorite song in a
		sheet of paper! The musicgram needs to have the following characteristics: - "Translating" one minute of a song
		- Visually, a "reader" should be able to differentiate between the
		"chorus" and the rest of the song
		- There should be at least 5 different signs
3		<b>Theme:</b> How do you use patterns? Patterns to "Zoom out"
-		
		"Zooming out" to understand what we usually see when we are "zoomed in"
	5 min	Vision involves identifying patterns, like combining pixels. Somehow we organize the flickering map of brightness and color into surfaces, textures, shapes and objects embedded in a three-dimensional space. This was the inspiration for a drawing technique called pointillism. Famous painters, such as Georges Pierre Seurat and Vincent van Gogh used this technique. And it is also used in computers and screens.
		Let's see how this works.
	10 min	Have learners decide on a design they would like to paint. This can be very simple such as a rainbow or flower. Older learners can try drawing a simple landscape.
		Have learners sketch that design with pencil.
	20 min	Have learners decide on the colors that their design will have (ideally, no more than three). So, for instance, they will use green for the stem of the flower, and pink for the flower.
		Instead of filling the white space with traces, invite learners to leave marks with their fingers until most of the space has been filled. They can explore with



		leaving darker and lighter marks with the same color and/or combining two similar colors/two shades of the same color for the same part of the drawing.
	10 min	After they have finished, let the paint dry, and invite them to do this exercise ("Zoom in" Thinking Routine). If learners are in a classroom setting, ask them to exchange drawings with one of their peers. If not, use their own drawing and ask the questions to a family member:
		<ul> <li>Make a tiny hole in a sheet of paper and have students place it on top of their drawing. Ask the learners: What do you see or notice? What is your hypothesis or interpretation of what this might be based on what you see or notice?</li> </ul>
		<ul> <li>Use the same sheet of paper, but make the hole a bit larger. Ask the learners: what new things do you see or notice? How does this change your hypothesis or interpretation?</li> </ul>
		• Finally, without the paper, ask the learners: What do you see or notice? What is your hypothesis or interpretation of what this might be based on what you see or notice?
	10 min	Explain to the learners that this process of "zooming out" that they just did with their drawings is called <b>"abstraction"</b> and patterns help us do this. An abstraction involves the synthesis of particular facts or data into one general theory or picture about something. Abstraction is the opposite of specification or staying at the level of the details. Patterns help us move away from specifics to understand what is repeating and in what way. Without patterns, we would not be able to understand what we see around us!
		What kind of things do you think we can do with patterns? Ask learners to think quietly for a few minutes, and write down their ideas. If in a classroom setting, ask learners to share the ideas with everyone and write them on the board.
4		<b>Theme:</b> Learners begin a more "mathematical" exploration of patterns and learn about sequences
	20 min	Here are some examples of patterns in math:
		11 1 1 1 1 1 1
		Can you guess what number comes next? Of course! 1. This is a very simple pattern.
	1	



	Let's try another one:
	101010101010101 What number comes next?
	How about this one:
	1 3 5 7 9 11 What number comes next? How do you know what number comes next? (Start guiding learners towards the idea that there is a rule that can help them find the following number. In this case, the rule is adding "2" to the previous number) Let's try another one:
	3 6 9 12 15 What number comes next? How do you know? (In this case, the rule is that all these numbers are the multiples of three, ordered from the smallest to the largest)
	9 18 27 36 45 What number comes next? How do you know (These are the multiples of 9)
15 min	Invite learners to design their own sequences starting with number 1 and based on a rule (at least two). They can come up with this rule combining addition, subtraction, and multiplication. For example, "the next number will be the previous number times 3, minus 1 (The sequence would be: 1 2 5 14)"
	Learners can challenge family members or peers to guess the following number in the sequence
10 min	Extra challenge: Finally, consider the following numbers:
	0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55,
	Can you predict what number comes next? (Set the timer again, and give students 5 min to find the pattern. They can do this in small groups if they are in a classroom setting).
	This is called the Fibonacci sequence. Each number is the sum of the two numbers that precede it. Give time for students to double check this pattern. It's a simple pattern, but it appears to be a kind of built-in numbering system to the universe
15 min	Invite learners to create their own dance choreography using the Fibonacci sequence e.g. blank (0), tap (1), tap (1), snap (2) or make up your own dance choreography based on the sequences that they came up with.
TO 11111	



	Here are some examples of things were we can also find the Fibonacci sequence:
	<ul> <li>a. The number of petals in a flower consistently follows the Fibonacci sequence. Famous examples include the lily, which has three petals, buttercups, which have five (pictured at left), the chicory's 21, the daisy's 34, and so on.</li> </ul>
	b. The Fibonacci sequence can also be seen in the way tree branches form or split. A main trunk will grow until it produces a branch, which creates two growth points. Then, one of the new stems branches into two, while the other one lies dormant. This pattern of branching is repeated for each of the new stems. Root systems and even algae exhibit this pattern.
	c. The head of a flower is also subject to Fibonaccian processes. Typically, seeds are produced at the center, and then migrate towards the outside to fill all the space. Sunflowers provide a great example of these spiraling patterns. The seed heads are so tightly packed that the total number can get quite high — as many as 144 or more. And when counting these spirals, the total tends to match a Fibonacci number.
	If possible, challenge the learners to go around and try to find flowers, cones, trees, ferns, shells, or objects that follow the Fibonacci sequence.
5	Theme: Patterns can be changed!
	Awareness of the basic patterns that exist in our world will help you see what's happening around you in a different light.
	For example, if we know that two things have been happening together in the past, we might be able to predict what will happen in the future. For example, if we see that whenever there are clouds, it is likely that it will rain, then we can expect that, if we see clouds, it is going to rain. This approach is the foundation of almost every discipline, including architecture, design, math, and science.
	But, most importantly, having an understanding of what might happen in a situation may give you the opportunity to create a different outcome than what you have seen before.
	Throughout the week, we have been keeping track of some behaviors in our diaries. Invite learners to take a look at them and try to observe some emerging patterns.



		Ask them to write down three patterns that they believe are emerging from their observations following this structure:			
		"When I		_, then	happened."
		For example, learners can say something like "When I ate chips late at night, then I had nightmares."			
		Are there "good" or "bad" patterns or habits?			
		Let's "Zoom out." Ask learners to think about the same pattern in the context of a month, and in the context of a year. Is this something that they might be able to observe over the course of this time?			
		Let learners brainstorm some ideas to break or enhance each of three patterns that they identified.			
		Ask them to m can use some o design their po	ake a poste of the patte sters.	er to remind th erns that they	nemselves of how to break those. They observed on day one or pointillism
Assessm	ent	Final products:			
Criteria:		- List of	patterns:		
		-	Learners	presents a cor	nplete list of 10 patterns
		-	Each item	n in the list inc	ludes:
			- A	brief descript	ion
			- A	brief descript	ion of why they found this pattern
			C	ompelling end	ugh to include it in the collection.
			- A	visual image,	sample, or rendering of the pattern.
			- A	name, one th	at you think is appropriately descriptive
		- Chored	ography. Le	arners are abl	e to create and follow a choreography
		build v	/ith four sir	mple steps.	
		- iviusic <sub>ě</sub>	Loorpors	reatively "tra	nslate" from sound to paper one
			minute of - A	f their favorite t least 5 differ	e song. The musicgram includes: rent signs
		- Poster	s with thre	e suggestions	to improve their habits
		-	Learners	are able to ide	entify two behaviors or reactions that
			they wou	ld like to obse	rve based on some examples
		-	Learners	are able to ke	ep track of their behaviors over a week
		-	Learners	are able to ide	entify three patterns of behavior during
			the week	1	
		-	Learners	brainstorm tw	o concrete and actionable ideas to
		_	learners	design a creat	ive poster to remind themselves about
			their idea	is to break the	ir negative patterns of behavior.



## Ages 11 to 14 (Level 3)

Description:	In this project, learners will understand how patterns help us make sense of the very complex world and transform information and data into meaning. Learners will visually represent different patterns around them.						
Leading question:	How can patterns help us make sense of our world?						
Age group:	11-14						
Subjects:	Math, Art, Computer Science, Music, Social Science						
Learning outcomes:	-Identify different kinds of patterns on daily life						
	-Exemplify how meaning is connected to patterns						
	-Differentiate between data and information, and meaning						
Concepts and skills covered:	<ul> <li>Pattern</li> <li>Symmetry</li> <li>Choreography</li> <li>Abstraction</li> <li>Sequences</li> <li>Fibonacci sequence</li> </ul>						
Required previous learning	None						
Total time required:	~5 hours across 4 days						
Self-guided / Supervised activity:	Medium Supervision						
Resources required:	Paper, colors, acrylic paint or something that could leave a						
	colorful trace on paper when learners use their fingers to draw						

Day	Time	Activity and Description							
1		Theme: What is a pattern?							
	10 min	Introduction. Patterns are things—numbers, shapes, images—that repeat in a logical way. Patterns play essential roles in nature, music, dance, art, visualization, number, measurement, games & puzzles, knots, and even history and politics! For example, every day, the sun comes out, then it leaves and the moon comes out. Or, for example, we follow the same path to go to the grocery store everyday. Also, the week has always the same number of days, and we work for some and rest for others. Let the learners try to come up with definitions and a few examples.							
	10 min setting up	Begin Day 1 asking learners to set up some sheets of paper as a diary to keep track and notes of the following things:							
	10 min of reflection everyday	Day 1 Day 2 Day 3 Day 4 Day 5							



	Did I lose my temper today? If I did, when did it happen? What happened before that? What happened after?						
	Did I have nighttime fears or nightmares ? What did I do during the day that day? When did I have my last meal?						
	Another behavior or reaction that they would like to pay attention to						
	Another behavior or reaction that they would like to pay attention to						
5 min	Invite learners another behav to investigate.	to pay a vior that	ttention thr we have not	oughout the t thought ab	e day and see out, but that	e if there is they would l	ike



At least 30 min (encourag	<b>"The Pattern Detective."</b> The purpose of this activity is for you to think about your own relationship to your life in terms of patterns. It is also a chance for you to share more about yourself!
e learners to spend enough time looking closely at their	Go around your house and/or neighborhood/school/class and find examples of 10 patterns. For instance, "How does your family usually spend time during the week?," "How does your body move when you dance?," "How do the phone or waking up alarm ring?," "What does school, a class or homework feel like?," "How do the tiles in your kitchen look like?," "What do plant leaves or branches look like?," "What does the inside of a fruit look like?," etc.
surroundi ngs)	Spend some time really searching so you are able to find diverse examples with rich and different attributes - a mixture of patterns that are beautiful, surprising, complex, curious, multifaceted, mathematical, and artistic, and that come from many different areas.
	For each of these 10 patterns provide:
	<ul> <li>h. A brief description of the pattern itself: what are its main features- colors, shape, timing, etc,), where it arises, where did you find it, what does it remind you of, etc.</li> <li>i. A brief description of why you found this pattern compelling enough to include it in your collection.</li> <li>j. A visual image, sample, or rendering of the pattern. For this, you can use pencil, colors, or you can also use small stones, beans, sticks, whatever you are able to find.</li> <li>k. A name, one that you think is appropriately descriptive</li> </ul>
	Remember learners that not all patterns are directly observable. For example, we can see the symmetry in a fruit (if you cut it in half, then both halves probably look the same), or we can see how tiles are arranged in the floor, but there are things that we can not "see". For example, we only see a pattern of day and night, after we have observed several days and nights. Or, for instance, one way to "see" patterns in music is when we represent them with our bodies when we dance. Challenge: try to also look for these kinds of patterns, and think about ways of "seeing" or representing things that we can't usually see.
	Learners can use this format to note their observations (although you can encourage them to also be creative regarding how to show and arrange their observations)
	Pattern #1



	Name:
	Visual representation:
	Main features:
	•
	What does it remind me of?
	Why do I find it compelling?
	<b>Feedback</b> . There are no right or wrong answers here! But it is still
10 min	important for learners to reflect about their work. Learners will show their list to a peer (who has also done the exercise) or to a family member, who will look closely at what they wrote. They will comment on each other's
	<ul> <li>work (or just on the learner's work) using these prompts:</li> <li>CLARIFY: Are there ideas that the learner shared that need to be</li> </ul>
	<ul> <li>CONNECT: Can you identify a connection with the patterns or the ideas that the learner shared? Explain what that connection is. For example, the pattern might remind you of a place you've</li> </ul>



		<ul> <li>been or your experience might be connected to one of the parts of the system that the learner identified.</li> <li>NEW IDEAS: Did the learners' analysis of the patterns extend your thinking about patterns or give you a new perspective on something? If so, share how.</li> </ul>					
2		Theme: Non-visual patterns: music After exploring patterns in general, and facing the challenge of representing non observable patterns, learners will begin to explore less observable patterns with routines, routes, sounds, music, movement, and their bodies. They will also explore ways of representing patterns.					
	10 min	<b>Music and Patterns</b> . Learners will think about ways of understanding music and how it is related to patterns.					
		They will create their own movement and sound patterns by arranging different keys.					
		Here is an example of keys that they can use:					
		A = (snap your fingers)					
		B= (clap your hands)					
		C= (stomp your feet)					
		D= (slap in thighs)					
		Encourage learners to create their own keys and movements (and to make more than 4 keys as well). The activity can be made as complex as the learners are willing to do it.					
		Example: if the keys are B,B,D,A,C,C,B,B,D,A,C,C, this in movements should be: Clap, clap, slap in thighs, snap, stomp, stomp					



	The <b>choreography(s)</b> - sequence of movements- that learners create should be at least 25 keys long (i.e. it should contain 25 individual letter keys such as A, B, C etc.).
	Invite learners to explore more intentionally different types of patterns. For example, creating a "symmetric" pattern (e.g. BBDA ADBB) or a "cluster" pattern (e.g. BBBBBBB ACD), What would a "spiral" look like when it comes to choreography? (Again, there is no right or wrong answer or correct interpretation of the type pattern. These names and ideas should just be scaffolds for the students to explore).
30 min	Let learners rehearse the choreography until they know it by heart. Learners are also welcomed to use background music, and exploring how different songs lend themselves naturally to certain sequences (this might be another way to understand the idea of rhythm).
	If possible, learners can ask somebody else at home to recreate the pattern with them. If they are in a classroom or in a group setting, encourage learners to take turns and do each other's choreography as a group, or invite them to create patterns to challenge others (it can be like a dance contest).
10 min	Guide the learners' attention to the fact that dancing, music, and rhythm are the results of sounds and tones that repeat themselves in different order. These are also patterns that are present in many of our lives! Reflect with the students how we don't actually see some patterns, like music, but that we can find ways to represent them.
	Also, spend some time thinking about how patterns are not only there: we don't only find them, we can also create them!
	Brainstorm with the learners what are other types of patterns (e.g. patterns in time - routines; patterns in how they get from one place to another- routes; patterns in how the school year is set up, etc. )
25 min	<b>Optional- Enrichment Activity (WhatsApp-Dependent).</b> Copy the following images on a sheet of paper and Invite learners to take a look at them:







		<ul> <li>If video is available, ask students to watch this video:</li> </ul>							
		//www.youtube.com/watch?v=MWbzRP5gJw4							
		<ul> <li>If you are teaching the project in a classroom setting, play this song</li> </ul>							
		for them: https://voca.ro/1dnr91Bu64wi.							
		• You can also share with the learners via WhatsApp the following							
		voice note: https://voca.ro/1dpr91Bu64wi							
		Ask the learners to try to follow with their fingers the patterns in the images that they just saw. The images are representing the rhythms of the song in different ways. Someone "translated" the patterns of rhythm to something that we can see. This is called a <b>Musicgram</b> and is very similar to how musicians "write" music.							
		<ul> <li>Invite learners to create their own "Musicgram" for their favorite song in a sheet of paper! The musicgram needs to have the following characteristics:</li> <li>"Translating" one minute of a song</li> <li>Visually, a "reader" should be able to differentiate between the "chorus" and the rest of the song</li> </ul>							
		- There should be at least 5 different signs							
3		<b>Theme:</b> How do you use patterns? Patterns to "Zoom out"							
	5 min	"Zooming out" to understand what we usually see when we are "zoomed in"							
		Vision involves identifying patterns, like combining pixels. Somehow we organize the flickering map of brightness and color into surfaces, textures, shapes and objects embedded in a three-dimensional space. This was the inspiration for a drawing technique called pointillism. Famous painters, such as Georges Pierre Seurat and Vincent van Gogh used this technique. And it is also used in computers and screens.							
	10 min	Let's see how this works.							
		Have learners decide on a design they would like to paint. They can try drawing a simple landscape or a portrait.							
	20 min	Have learners sketch that design with pencil.							
		Have learners decide on the colors that their design will have. So, for instance, they will use green for the stem of the flower, and pink for the flower.							
		Instead of filling the white space with traces, invite learners to leave marks with a q-tip (if unavailable, they can use their fingers, but ideally they would use something with a finer tip) until most of the space has been							



	10 min	filled. They can explore with leaving darker and lighter marks with the same color and/or combining two similar colors/two shades of the same color for the same part of the drawing.						
		After they have finished, let the paint dry, and invite them to do this exercise ("Zoom in" Thinking Routine). If learners are in a classroom setting, ask them to exchange drawings with one of their peers. If not, use their own drawing and ask the questions to a family member:						
		<ul> <li>Make a tiny hole in a sheet of paper and have students place it on top of their drawing. Ask the learners: What do you see or notice? What is your hypothesis or interpretation of what this might be based on what you see or notice?</li> </ul>						
		• Use the same sheet of paper, but make the hole a bit larger. Ask the learners: what new things do you see or notice? How does this change your hypothesis or interpretation?						
		<ul> <li>Finally, without the paper, ask the learners: What do you see or notice? What is your hypothesis or interpretation of what this might be based on what you see or notice?</li> </ul>						
	10 min	Explain to the learners that this process of "zooming out" that they just did with their drawings is called <b>"abstraction"</b> and patterns help us do this.						
		An abstraction involves the synthesis of particular facts or data into one general theory or picture about something. Abstraction is the opposite of specification or staying at the level of the details. Patterns help us move away from specifics to understand what is repeating and in what way. Without patterns, we would not be able to understand what we see around us!						
		What kind of things do you think we can do with patterns when we understand them this way? Ask learners to think quietly for a few minutes, and write down their ideas. If in a classroom setting, ask learners to share the ideas with everyone and write them on the board.						
4		<b>Theme:</b> Learners begin a more "mathematical" exploration of patterns and learn about sequences						
	20 min	Here are some examples of patterns in math:						
		1 0 1 0 1 0 1 0 1 0 1 What number comes next?						



How about this one: 1 3 5 7 9 11 What number comes next? How do you know what nu comes next? (Start guiding learners towards the idea that there is a ru that can help them find the following number. In this case, the rule is adding "2" to the previous number)	nber ıle
1 3 5 7 9 11 What number comes next? How do you know what nu comes next? (Start guiding learners towards the idea that there is a ruthat can help them find the following number. In this case, the rule is adding "2" to the previous number)	nber ıle
Let's try another one:	
3 6 9 12 15 What number comes next? How do you know? (In this the rule is that all these numbers are the multiples of three, ordered the smallest to the largest)	case, rom
9 18 27 36 45 What number comes next? How do you know? (In t case, these are the multiples of 9)	nis
15 min Invite learners to design their own sequences starting with number 1 based on a rule (at least five). They can come up with this rule combin addition, subtraction, and multiplication. For example, "the next num will be the previous number times 3, minus 1 (The sequence would be 5 14 )"	and iing ber 2: 12
Learners can challenge family members or peers to guess the followin number in the sequence.	g
20 min Extra challenge: Finally, consider the following numbers:	
0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55,	
Can you predict what number comes next? (Set the timer again, and a students 5 min to find the pattern. They can do this in small groups if are in a classroom setting).	;ive they
This is called the Fibonacci sequence. Each number is the sum of the numbers that precede it. Give time for students to double check this pattern. It's a simple pattern, but it appears to be a kind of built-in numbering system to the universe	wo
Invite learners to create their own dance choreography using the Fibe sequence e.g. blank (0), tap (1), tap (1), snap (2) or make up your ov dance choreography based on the sequences that they came up with	nacci /n
10 min Here are some examples of things were we can also find the Fibonacc sequence:	i



			d.	The number of petals in a flower consistently follows the Fibonacci sequence. Famous examples include the lily, which has three petals, buttercups, which have five (pictured at left), the chicory's 21, the daisy's 34, and so on.					
			e.	e. The Fibonacci sequence can also be seen in branches form or split. A main trunk will gro produces a branch, which creates two grow one of the new stems branches into two, w one lies dormant. This pattern of branching each of the new stems. Root systems and e exhibit this pattern.					
			f.	The head of a flower is also subject to Fibonaccian processes. Typically, seeds are produced at the center, and then migrate towards the outside to fill all the space. Sunflowers provide a great example of these spiraling patterns. The seed heads are so tightly packed that the total number can get quite high — as many as 144 or more And when counting these spirals, the total tends to match a Fibonacci number.					
	20 min	No ter 10 Lea	Now, let's see an interesting pattern that emerges when we divide ea term of the Fibonacci sequence by the term before it. Do this with at 10 consecutive terms (Learners can practice division by doing this by Learners may complete this table by themselves:						
			Terms in Fi sequence	bonacci	Previous Term	Ratio			
			1		1	1			
			2		1	2			
			3		2	1.5			
			5		3				
			8		5				



		What do you notice? (Input: the ratios should be approaching the number 1.6666).							
	5 min	This number, 1.6666 is called <i>phi</i> , and is also very present in nature. For example, this shape, a rectangle in which the ratio of the sides a/b is equal to phi (ask learners to draw this rectangle), can result in a nesting process that can be repeated into infinity — and which takes on the form of a spiral. It's called the logarithmic spiral, and it abounds in nature! see natural examples below - spiral seashell, hurricane, and our galaxy, the Milky Way							
		lf p coi	oossible, challe nes, trees, fern	nge the le Is, shells, c	arners to go or objects th	around a at follow	nd try to find flowers, the Fibonacci sequence.		
5		The	Theme: Patterns can be changed!						
		Aw wh	Awareness of the basic patterns that exist in our world will help you see what's happening around you in a different light.						
		<ul> <li>For example, if we know that two things have been happening together in the past, we might be able to predict what will happen in the future. For example, if we see that whenever there are clouds, it is likely that it will rain, then we can expect that, if we see clouds, it is going to rain. This approach is the foundation of almost every discipline, including architecture, design, math, and science.</li> <li>But, most importantly, having an understanding of what might happen in a situation may give you the opportunity to create a different outcome than what you have seen before.</li> <li>Throughout the week, we have been keeping track of some behaviors in our diaries. Invite learners to take a look at them and try to observe some emerging patterns.</li> <li>Ask them to write down five patterns that they believe are emerging from their observations following this structure:</li> <li>"When I, then happened."</li> </ul>							



		<ul> <li>For example, learners can say something like "When I ate chips late at night, then I had nightmares."</li> <li>Are there "good" or "bad" patterns or habits?</li> <li>Let's "Zoom out." Ask learners to think about the same pattern in the context of a month, and in the context of a year. Is this something that they might be able to observe over the course of this time?</li> <li>Let learners brainstorm some ideas to break or enhance the behavioral patterns that they identified.</li> <li>Ask them to make a poster to remind themselves of how to break those or to encourage themselves to continue doing what they are doing correctly. They can use some of the patterns that they observed on day one or pointillism design their posters.</li> </ul>
Assessment Criteria:		<ul> <li>Final products: <ul> <li>List of patterns: <ul> <li>Learners presents a complete list of 10 patterns</li> <li>Each item in the list includes: <ul> <li>A brief description</li> <li>A brief description of why they found this pattern compelling enough to include it in the collection.</li> <li>A visual image, sample, or rendering of the pattern.</li> <li>A name, one that you think is appropriately descriptive</li> </ul> </li> <li>Choreography. Learners are able to create and follow a choreography build with four simple steps.</li> <li>Musicgram (optional): <ul> <li>Learners creatively "translate" from sound to paper one minute of their favorite song. The musicgram includes:</li> <li>At least 5 different signs</li> </ul> </li> <li>Posters with three suggestions to improve their habits <ul> <li>Learners are able to identify three behaviors or reactions that they would like to observe based on some examples</li> <li>Learners are able to identify five patterns of behavior during the week.</li> <li>Learners brainstorm three concrete and actionable ideas to improve their habits</li> </ul> </li> </ul></li></ul></li></ul>



<ul> <li>Learners design a creative poster to remind themselves about their ideas to break their negative patterns of</li> </ul>
behavior.

Inspiration:	<ul> <li>Arvind Ranganathan</li> <li>Patterns Book</li> <li><u>https://artplusmarketing.com/using-patterns-to-make-sense-of-your-world-d8034650bd98</u></li> </ul>
	<ul> <li><u>https://www.mathnasium.com/examples-of-the-golden-ratio-in-nature</u></li> </ul>