#### **EXAMPLES OF STUDENTS' WORK**



```
-Model Type 1
model=m
               - Every model has (mx4)+1 files-
               - Model 3 has 130 tiles, this is because
         This never (3) is 12.12+(1)=13. In this
       ×3
                     case, m, the model number is 3-
               - Examples - Model 7 + (7(2)4)+1=5 -
               - Model 72 - (72(m)×4)+1=289-
- Model 4737(473(m)×4)+1=1893-
```

## -Model Type

1, H 2, H 3 HH model = m - Every model has m+((m+1) x 3) tiles-- Model 2 has 11 tiles because There is - Examples - Model  $5 \Rightarrow 5 + (5+1) \times 3 = 23$  tiles gives each - Model 93 -> 93 + ((93+1)×3) = 375 + iles - how colum, many so this - Model 432 -> 432+((432+1)×3) = 1731 + iles gives colums.

1 7-11

## TRAIN TRACK ....

## the formula of the pattern:

To calculate the formula of
the train track, you must start
by splitting the pattern into 2
sections: (right) additional building
block and the repetitive pattern
building block. In the example
given the repetitive building
block in the C shaped pattern
which is repeated constantly at
sandom (the rest of the pattern
is not shown).

2. In this example we have decided to give the Coshaped building block a name: Blues. This patter contains 7 tiels. Therefore, if the pattern should consist of (model number) m number of tiels, the formula would be: 7 × M = 7M (if M-5, then 7 M=21).

repetitive building block.



additional building block.

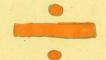
Model in

3. Given that the model isn't only made by Blues, the starting/ending 5 purple tiles must be added to the starting formula. Therefore, the formula for finding the overall number of tiles in the model is: 7M+5.

## How and where to create patterns whe these:

You can create many more patterns like thease just by going online on a crebrite called Expresser. There can be many more ways to make many different patterns just by using some colsulful squared tiels.







# TERN

Modeb 1 é



total:3

Model 2:

total: 8

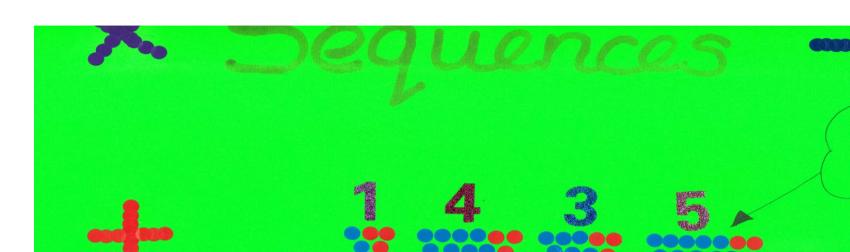
Mode 6 3:

3 blocks

model 1

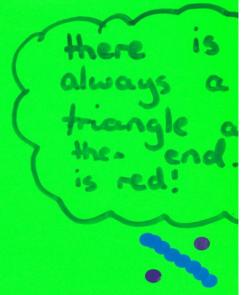
es splandtion?

The width of any figure in the pattern is alway equivalent to its model number (in this case 1). The height of any figure in the partiern is always the model number+2. if you multiply the width by the height of any figure in the pattern, you get the number tiles in the figure. The refore, the formula is m x (m+2).



For this sequence we have to find out the model rule.

First we have to find the pattern for the red dots. We have found out that the model number will always have three red dots at the end of each model - a triangular shape. Next we have to find out the blue dot pattern. As you can see the model number has the same number of blue dots on the top row and bottom. So therefore the model rule for this sequence is (model # x2) +3.



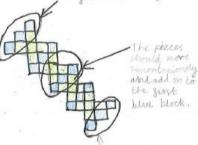
● = Addled 3

### Lines + Crosses

This problem involves green crosses and blue lines; the green crosses consist of 5 green tiles and blue lines are made of 3 blue tiles. However, you only begin with the crosses as a pattern, and you have to work out how to 9 put the due lines in the correct position without altering the amount of sliders/patterns.

This girld block is always there.

It has to finish with



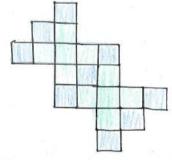
How to do it?

First, make a line of three building block tiles. Now leave them. Make another exactly the same, now click on snow properties, make them 2 across and 2 down. Now replace the 4 under 'How many building blocks' for No. of crosses. Then make 'How many tiles' 3 x No of crosses. Now try and increase and decrease the slider and the lines and crosses move together.

## Model Rules

For the Model Rules you must do No. of crosses x 8+3 because there are eight tiles in a cross + a line, 5 in a cross and 3 in a line, and 3 for the extra line at the top of the pattern.

MX8+3 = Formula



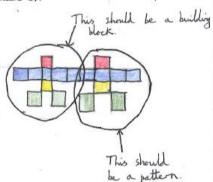
(NO. OF LROSSES X 8)

+3

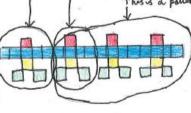
### Multicoloured Humans

This problem involves every coloured block in expresserwhich are blue, red, yellow and green-to make a human. It's not to easy and not too hard. Furthermore, it is made using 1 red, 5 or 1, blue, I yellow and 2 green blocks. Similar to the lines and crosses problem, you can only have I slider/pattern.

First of all, you need too make a human as shown in picture one then make this a building block. Now repeat what you did but don't put the swithest to the left blue tile in. Nake that a pattern and make sure the left blue block towhes the blue block next to it. Unlock the number of patterns, call it somethingput that in the red, blue, green and yellow and multiply them by how many tiles there are in one pattern. When you increase the pattern, you will see it works.

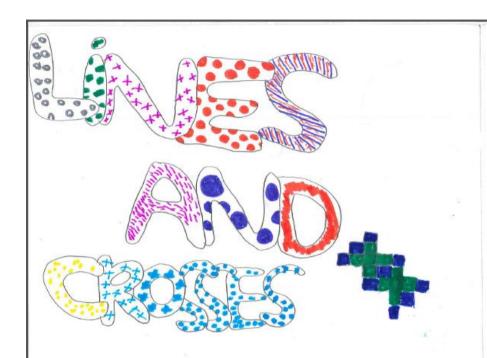


This girst building block always stays here. This is the 2nd block.
This is a pattern.



Model Rules

We will be using M to represent the amount of patterns in Multicoloured humans. To find out how many blue blocks there are you would do (M×4)+5 because there are 4 in one pattern and the extra 5 at the beginning that will always be there. It is the same with the others, red mould be (M×1)+1 or M+1, yellow would be (M×1)+1 or M+1, yellow would be (M×2)+2. To work out how many blocks there are is total your should do (M×1)+5)+(M×1)+1)+((M×1)+1)+((M×2)+2) or #(1m+5)+((M×1)+1)+((M×1)+1)+((M×2)+2)



In times and Crosses there was a pattern which went a diagonal line of blue and then a green cross ect. The blue line always had to be at the beginning The formula for the blue and at the end of each cross. The bollom line of the cross would have to be the top line of another cross. To make this happen we had to make one separat blue building block at the top and then they you ment into go into have a green cross with a blue line at the make is the block of claired for the inspection and types and types and types and types and types bothom as another building block. This way there would be a blee line

The formula (with pattern) for the lines and crosses pattern is was 80 8x-3, x being the blocks is 3x+3. The gomenta for the green blocks is 52. The way you made the pattern on expresser has to make a separate green and blue blocks.

