## Calculator Week Revisited - Exploring Number Patterns Y3/4

## For this week you will need:

- A calculator. There are calculators on phones, laptops and other devices. Here's a link to one: https://www.online-calculator.com/
- Paper, pencil and pens (you'll need to keep the work you do each day).
- Small things to count with like cereal shapes, shells, stones, marbles, Lego bricks, pegs etc.



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## Day 1

- Press 0 then $+2==$
- Keep pressing = to keep counting.
- Write down some three-digit numbers you know the calculator would show if you kept pressing =
- Write down some three-digit numbers you know the calculator would not show if you kept pressing $=$
- Now press 1 then $+2==$
- Keep pressing = to keep counting
- What do you notice?
- Write down the numbers in this sequence.
- Draw something or find something from your home or garden to represent this number pattern.
- Write down some three-digit numbers you know the calculator would show if you kept pressing =
- Write down some three-digit numbers you know the calculator would not show if you kept pressing =
- What do you notice about the four sets of three-digit numbers you have written down?


## Notes for adults working with groups of children

- Help the children to notice that the calculator is counting in equal steps and the first sequence produces even numbers and when starting with 1 the sequence counts in 2 s from 1 and produces odd numbers.
- Numicon, number lines or hundred squares could be used to model the even and odd counting sequences
- Give the children the opportunity to explain how they have chosen to arrange their objects to represent the number patterns


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## Day 2

- Press 0 then $+5==$
- Keep pressing = to keep counting.
- Write down some three-digit numbers you know the calculator would show if you kept pressing =
- Write down some three-digit numbers you know the calculator would not show if you kept pressing $=$
- Now press 1 then $+5==$
- Keep pressing = to keep counting.
- What do you notice?
- Write down the numbers in this sequence.
- Draw something or find something from your home or garden to represent this number pattern.
- Write down some three-digit numbers you know the calculator would show if you kept pressing =
- Write down some three-digit numbers you know the calculator would not show if you kept pressing =


## Notes for adults working with groups of children

- Help the children to notice that the calculator is counting in equal steps of 5 both times. The first sequence produces multiples of 5 and the second sequence, when starting with 1, produces numbers ending in 6 and 1 because they are multiples of 5 plus 1 .
- Numicon, number lines or hundred squares could be used to model the counting sequences.
- Give the children the opportunity to explain how they have chosen to arrange their objects to represent the number patterns


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## Day 3

- On day 2 you made the calculator count in 5 s starting from 1
- Make the calculator count in 5 s from a number of your choice e.g. 23
- What do you notice?
- Write down the numbers in this sequence
- Write down some three-digit numbers you know the calculator would show if you kept pressing =
- Write down some three-digit numbers you know the calculator would not show if you kept pressing =
- Draw something or find something from your home or garden to represent this number pattern.
- Choose a new number to count in 5 s from, and another and another...
- What do you notice each time?


## Notes for adults working with groups of children

- Help the children to notice that the calculator is counting in equal steps of 5 each time. Each sequence has an alternating pattern of two numbers in the ones: 0 and 5, 1 and 6, 2 and 7,3 and 8 or 4 and 9 . This is because $5+5=10$. Help the children to identify if the numbers are multiples of 5 or multiples of $5+1,+2,+3$ or +4 .
- Numicon, number lines or hundred squares could be used to model the counting sequence
- Give the children the opportunity to explain how they have chosen to arrange their objects to represent the number patterns


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## Day 4

- Press 100 then $-2==$
- Keep pressing =
- If you keep going, will the calculator show zero? Why?
- Write down the numbers in this sequence
- What do you notice?
- Press 99 then $-2==$
- Keep pressing =
- If you keep going, will the calculator show zero? Why?
- Write down the numbers in this sequence
- What do you notice about these sequences and the ones you wrote down on day 1 ?


## Notes for adults working with groups of children

- Help the children to notice that the calculator is counting backwards in equal steps of 2 and that these sequences are the same as those from day 1: odd and even numbers
- Number lines will support children who are keen to see what is happening when counting backwards towards zero and then past zero


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## Day 5

- On day 4 you made the calculator count backwards in 2s from 100 and from 99
- Make the calculator count backwards in 5s from 100
- If you keep going, will the calculator show zero? Why?
- Now make the calculator count back in 5 s from 99
- What do you notice?
- If you keep going, will the calculator show zero? Why?
- Make the calculator count back in 5 s from a number of your choice. If you keep going, will the calculator show zero? Why?
- Were you right?
- What do you notice about these sequences and the ones you wrote down on days 2 and 3?

Notes for adults working with groups of children

- Help the children to notice that the calculator is counting backwards in equal steps of 5 and that these sequences are the same as some of those from days 2 and 3 . Each sequence has an alternating pattern of two numbers in the ones: 0 and 5,1 and 6,2 and 7,3 and 8 or 4 and 9 . This is because $5+5=10$. Help the children to identify if the numbers are multiples of 5 or multiples of $5+1,+2,+3$ or +4 .
- Number lines will support children who are keen to see what is happening when counting backwards towards zero and then past zero.

