



## STAGE 7: UNIT 9 PATTERN SNIFFING

### KEYWORDS AND DEFINITIONS

1	<p>Pattern</p> <p>Repeated design or recurring sequence</p> 
2	<p>Sequence</p> <p>An ordered set of numbers, shapes or other mathematical objects, arranged according to a rule.</p> <p>Square numbers ▶  1, 4, 9, 16 ...</p>
3	<p>Linear</p> <p>A sequence that would generate a straight line on a graph</p>
4	<p>Term</p> <p>One of the numbers in a sequence e.g. 1, 3, 5, 7, ...</p>
5	<p>Term to term rule</p> <p>Allows you to find the next term in the sequence if you know the previous term. e.g. 3, 7, 11, .... The next term is 15 as the rule is 'add 4'</p>
6	<p>Ascending</p> <p>Arranged from smallest to largest</p> <p>90, 900, 9000, 90000, 900000</p>
7	<p>Descending</p> <p>Arranged from largest to smallest</p> <p>9.4, 9.3, 9.2, 9.1</p>
8	<p>Generate</p> <p>To produce a sequence of numbers from a given rule or formulae</p>

### PRIOR KNOWLEDGE

9	Know the vocabulary of sequences
10	Find the next term in a linear sequence
11	Find a missing term in a linear sequence
12	Generate a linear sequence from its description.

### CORE SUCCESS CRITERIA

13	Use a term to term rule to generate a linear sequence
14	Use a term to term rule to generate a non-linear sequence
15	Find the term to term rule for a sequence
16	Describe a number sequence
17	Solve problems involving the term to term rule for a sequence
18	Solve problems involving the term to term rule for a non-numerical sequence