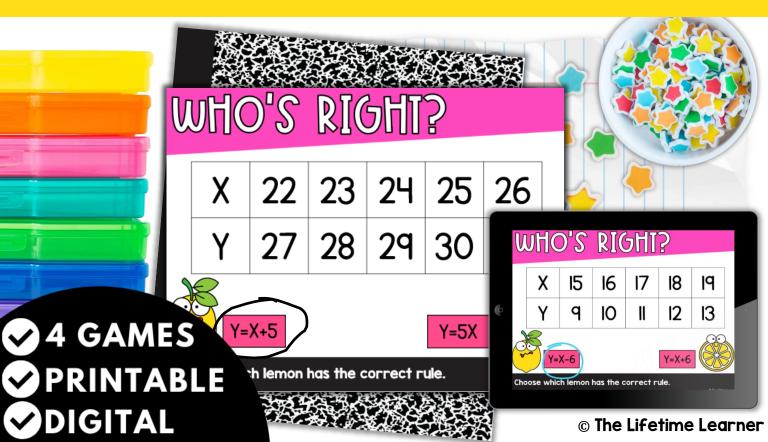
GRAPH NUMBER PATTERNS

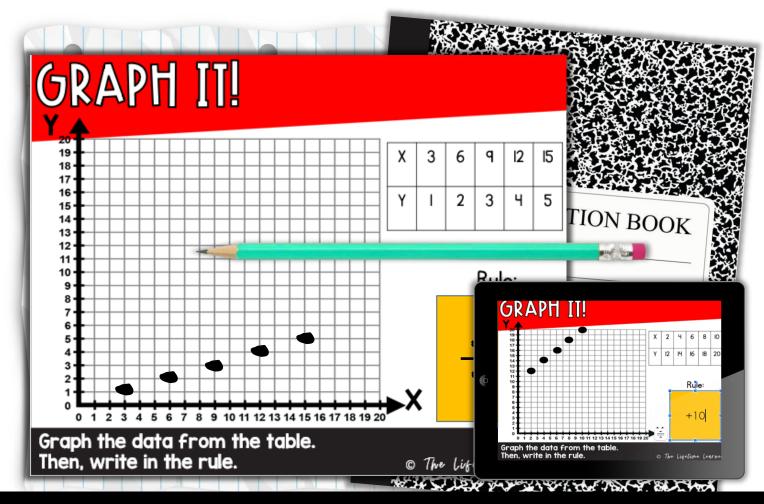
5TH GRADE MATH



Get an up close look at both versions (print and digital) on the next

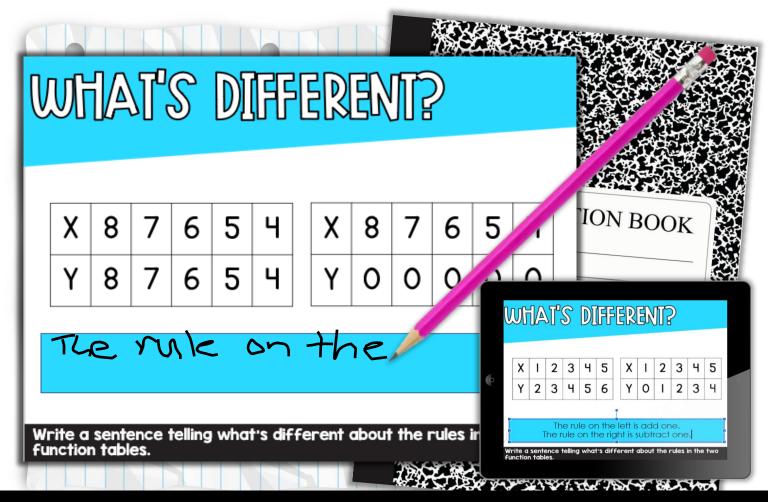
few pages!

5.OA.3



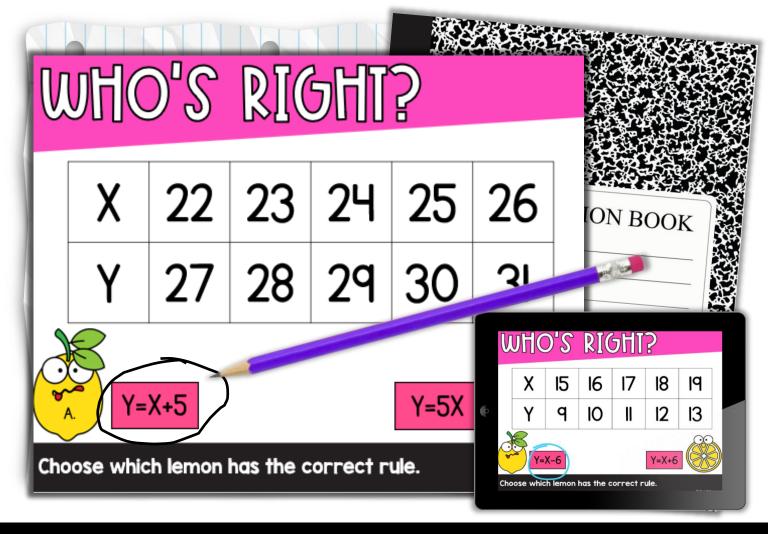
Graph the data from the table.
Then, write in the rule.

5.OA.3



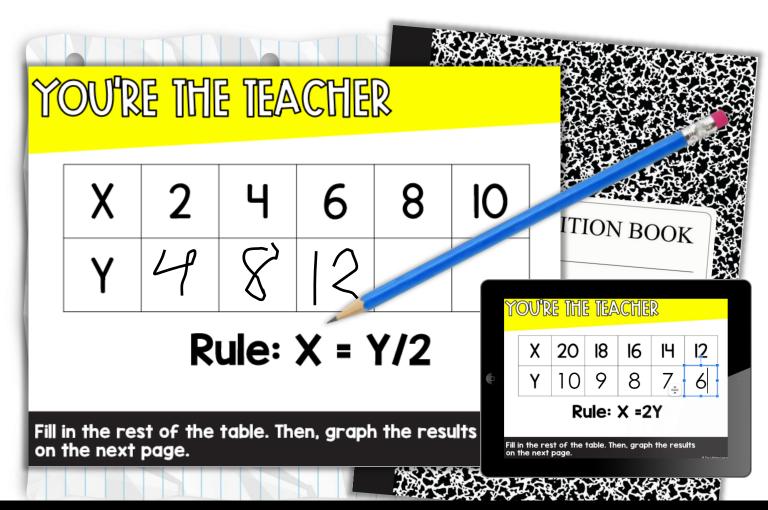
Write a sentence telling what's different about the rules in the two function tables.

5.OA.3



Choose which lemon has the correct rule.

5.OA.3

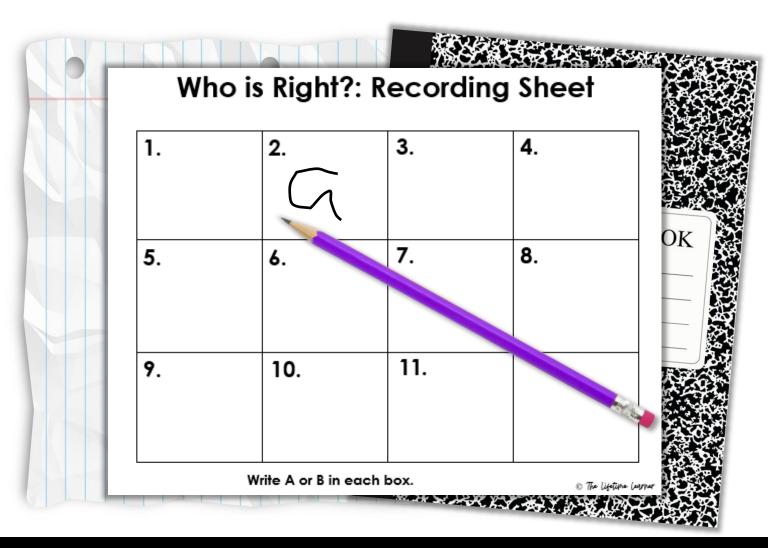


Fill in the rest of the table.

Then, graph the results on the next page.

RECORDING SHEETS

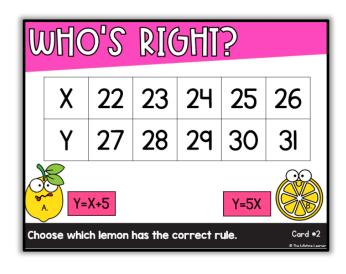
FOR ALL 4 GAMES

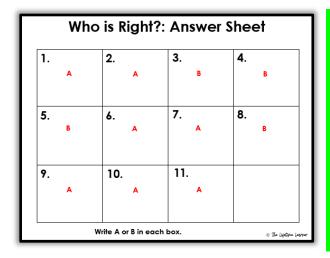


Students can easily record answers.

SIMPLE TO USE

Wh	o is Right?	?: Recordi	ng Sheet	
1.	2.	3.	4.	
5.	6.	7.	8.	
9.	10.	11.		
	Write A or B in o	each box.	© The Lightin	ne (ag



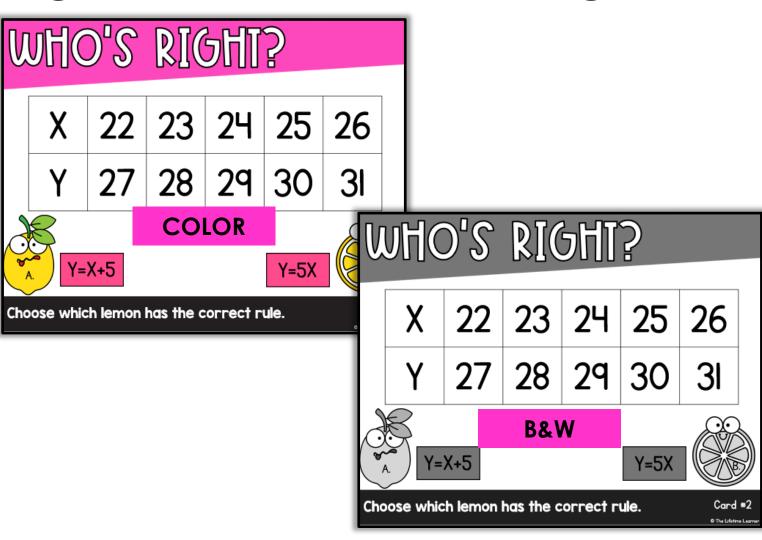


- -11 Task Cards per game
- -Recording Sheets
- -Answer Keys
- -Color Versions
- -Black and White Versions
- -Digital Versions

All 4 printable games come with 11 labeled cards, a recording sheet, and answer key.

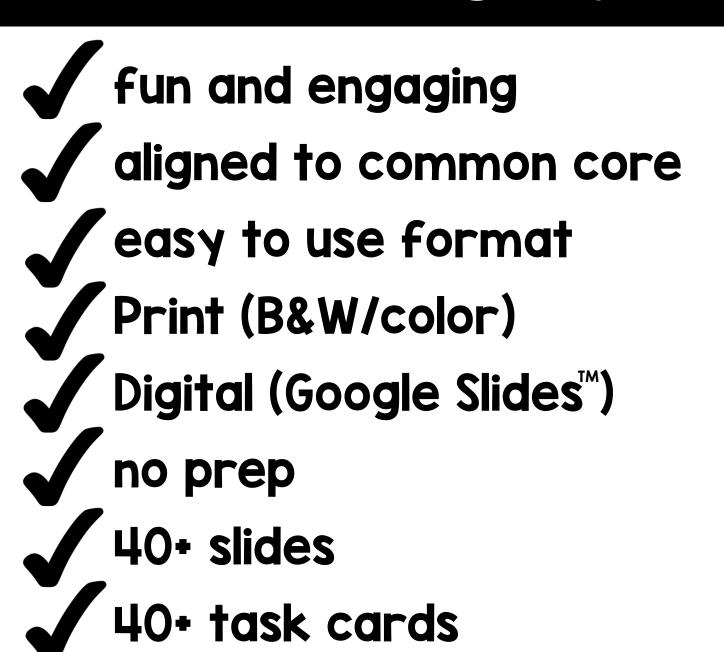
2 VERSIONS

OF EVERY PRINTABLE GAME



Each game comes with 2 versions so you can pick the version that works best for your classroom!

WHY BUY?



Buy the Bundle and Save Big!

