Frames and Arrows

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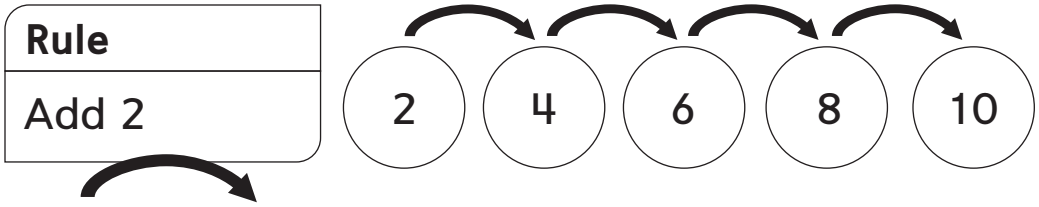
NAME DATE

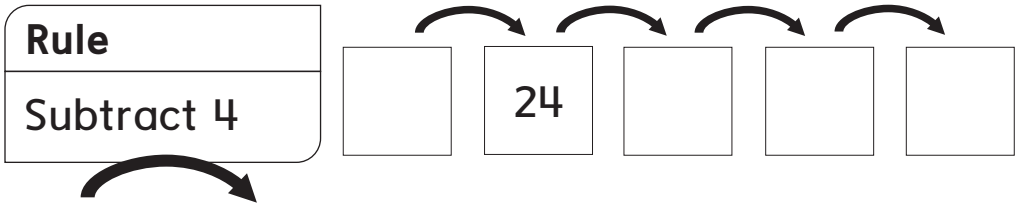
Family Note

Today your child used Frames-and-Arrows diagrams. These diagrams show sequences of numbers in which one number follows another according to a rule. Frames-and-Arrows diagrams are made up of shapes called *frames* and arrows connecting the frames. Each frame contains one of the numbers in the sequence. Each arrow stands for the rule, which tells how to find the number that goes in the next frame. Here is an example of a Frames-and-Arrows diagram. The arrow rule is "Add 2."



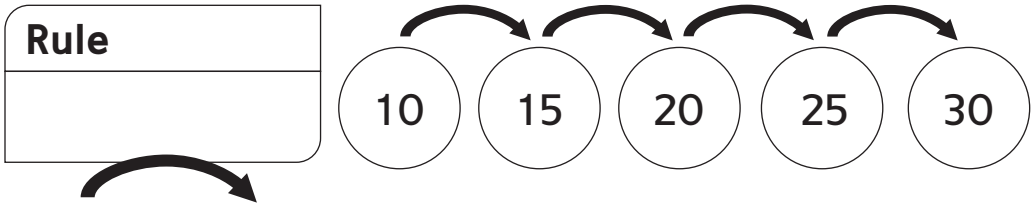
In a Frames-and-Arrows problem, some of the information is left out. To solve the problem, you have to find the missing information. Here are two examples of Frames-and-Arrows problems:

Example 1: Fill in the empty frames according to the rule.



Solution: Write 28, 20, 16, and 12 in the empty frames.

Example 2: Write the arrow rule in the empty box.



Solution: The arrow rule is Add 5 or + 5.

Ask your child to tell you about Frames-and-Arrows diagrams. Take turns with your child making up and solving Frames-and-Arrows problems like the examples given above.

Please return the second page of this Home Link to school tomorrow.

Frames and Arrows (continued)

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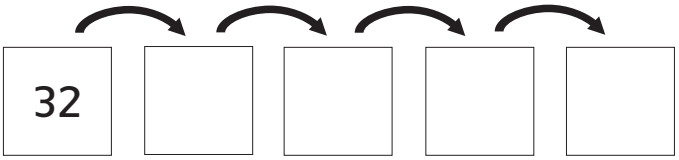
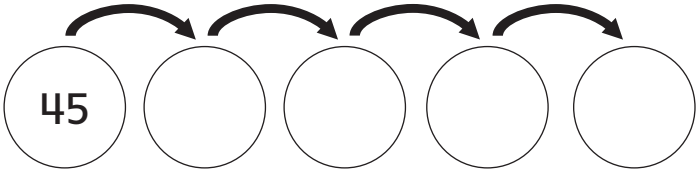
Tell someone at home what you know about Frames-and-Arrows problems. Fill in the empty frames and rule boxes.

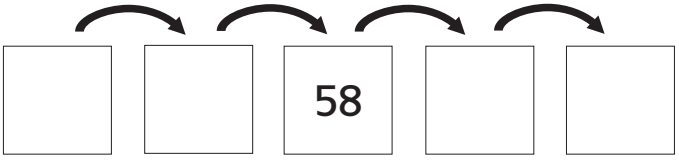
① **Rule** + 2



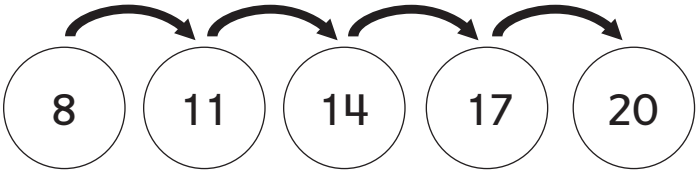
② **Rule** − 5



③ **Rule** + 10



④ **Rule**



⑤ Do your own.

Rule