

Bug Collector

Materials needed:

- Bug Cards
- Game Cards

To play:

Shuffle the game cards and put them in a stack face down where everyone can reach them.

Put the bug cards face up in a pile where everyone can reach them.

Player 1 draws a game card. Each card has a set of numerical expressions or a rule covered by either a bug or a splat.

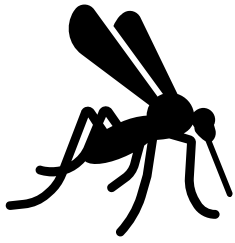
If the player correctly figures out the expressions or rule covered by a bug, they take one of those bugs from the pile and add it to their collection.

If the player correctly figures out the expressions or rule covered by a splat, they can “splat” a bug from another player’s collection – choose a bug the other player has collected and put it back in the bug pile. If the other player doesn’t have any bugs to splat – the player who earned the splat can choose the bug of their choice from the pile and add it to their collection.

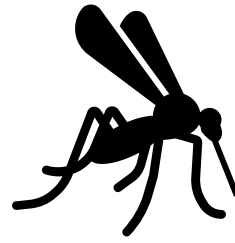
To win:

The first player to collect 2 of each kind of bug wins.

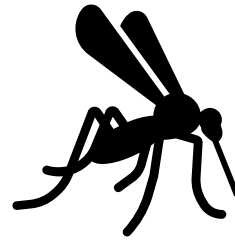
Printing: 1-sided



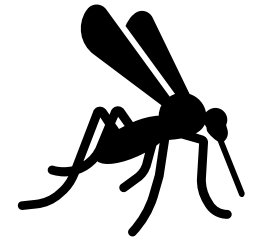
4th – Number Pattern Warm Up – Bug Collector



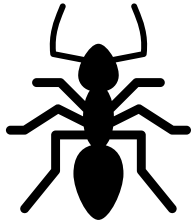
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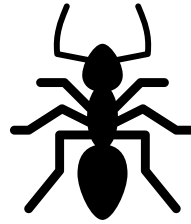
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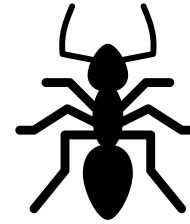
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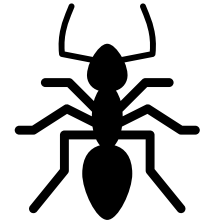
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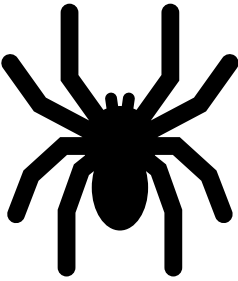
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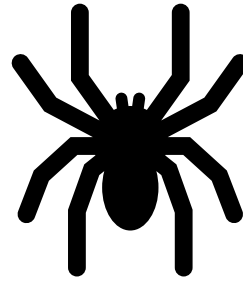
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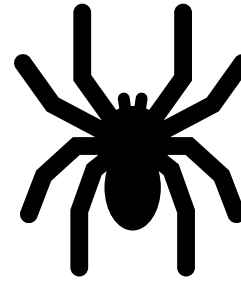
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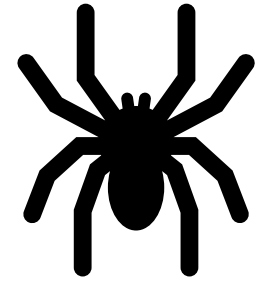
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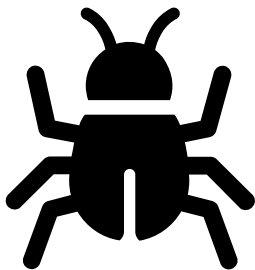
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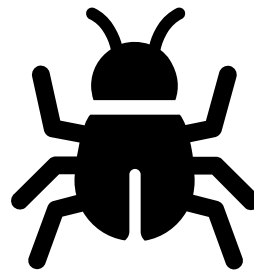
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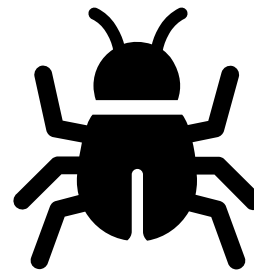
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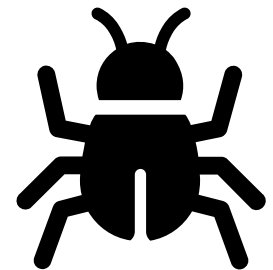
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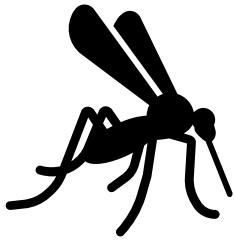
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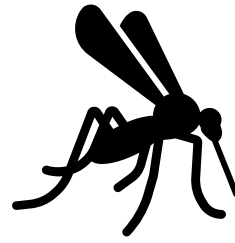
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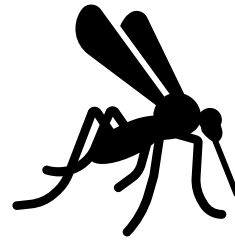
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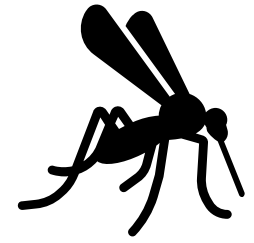
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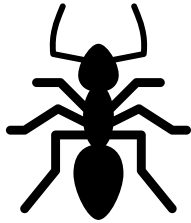
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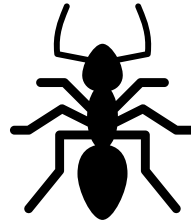
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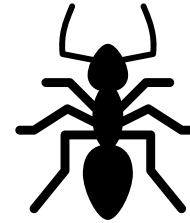
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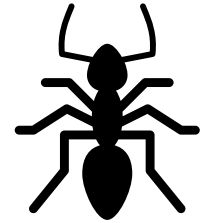
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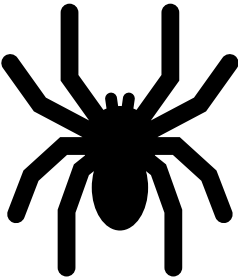
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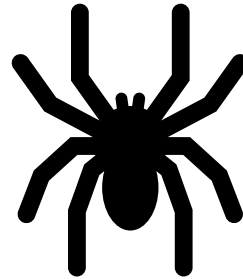
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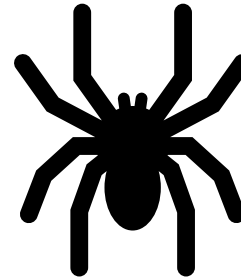
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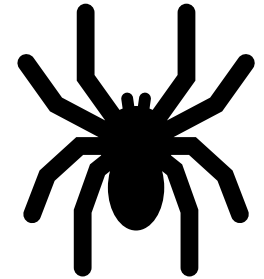
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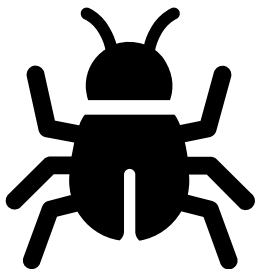
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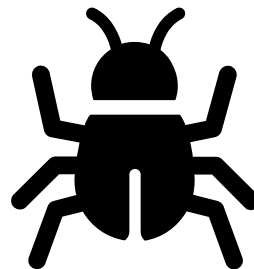
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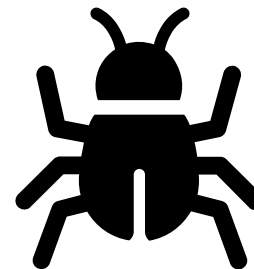
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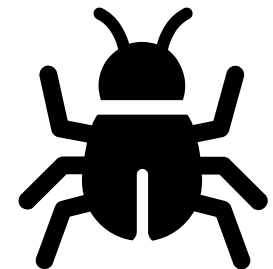
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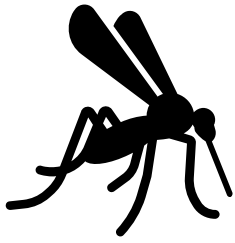
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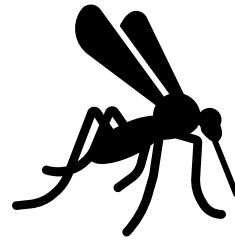
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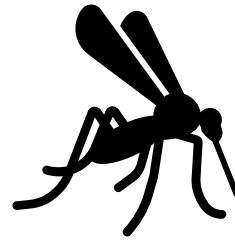
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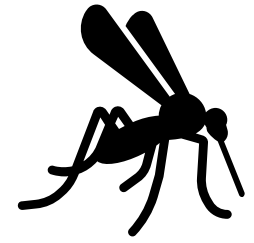
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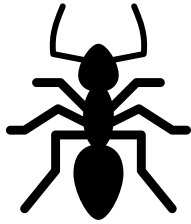
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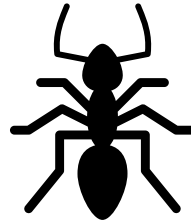
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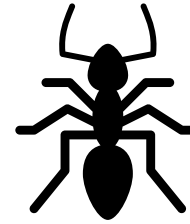
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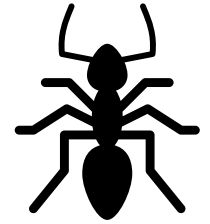
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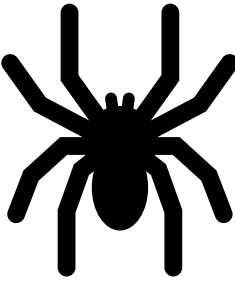
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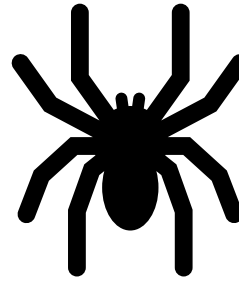
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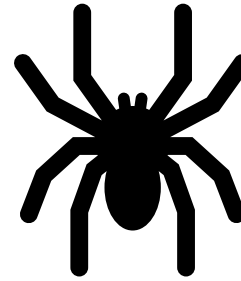
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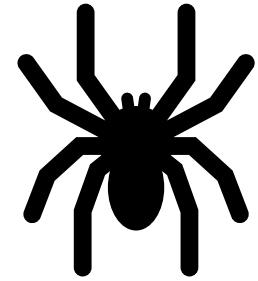
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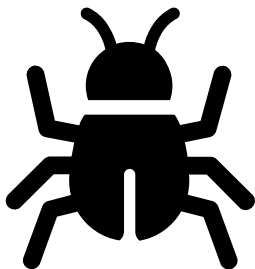
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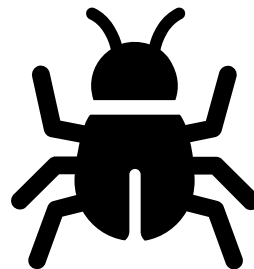
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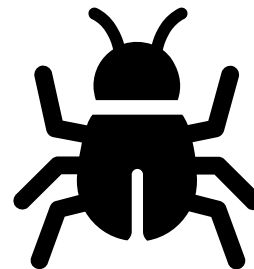
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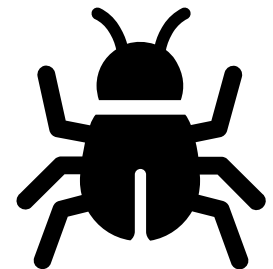
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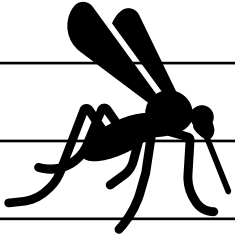


4th – Number Pattern Warm Up – Bug Collector

Unit: 4th- Number Patterns & Data Analysis
Lesson: 4th - Number Pattern Warm Up
Bug Collector

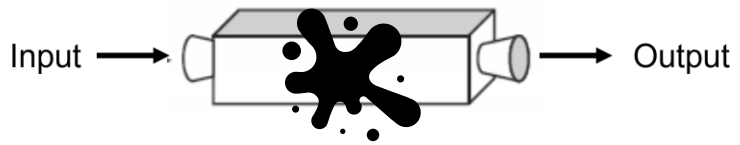
1 +5	2 X0	3 X5	4 +1	5 +8	6 X6	7 X8	8 +12	9 +15	10 X3	11 X15
12 +13	13 +7	14 X11	15 X7	16 +11	17 +6	18 X9	19 X6	20 +9	21 +12	22 X10
23 X12	24 +10	25 +22	26 X25	27 X22	28 +25	29 +4	30 X41	31 X4	32 +43	33 +30
34 X100	35 X30	36 +101	37 +35	38 X6	39 X50	40 +63	41 +16	42 X23	43 +2	44 -1

1

Position	Numerical Expression	Value
1		6
2		7
3		8
4		9

4th – Number Pattern Warm Up – Bug Collector

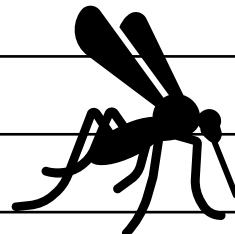
2



Input	Output
1	0
2	0
3	0
4	0

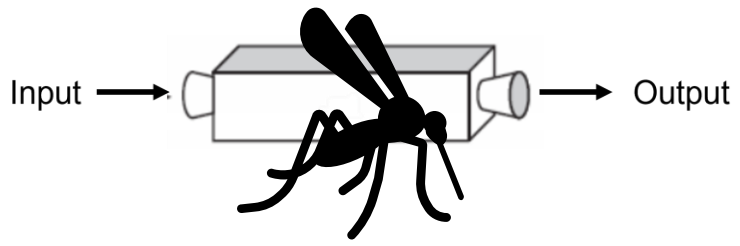
4th – Number Pattern Warm Up – Bug Collector

3

Position	Numerical Expression	Value
1		5
2		10
3		15
4		20

4th – Number Pattern Warm Up – Bug Collector

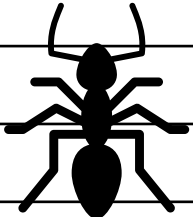
4



Input	Output
1	1
2	2
3	3
4	4

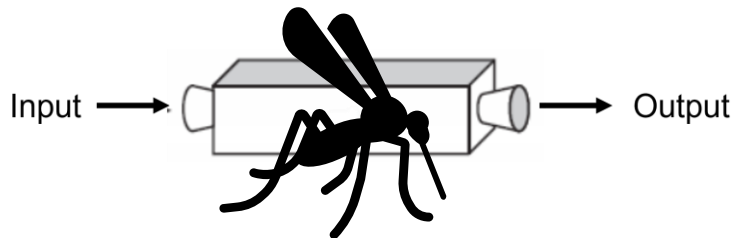
4th – Number Pattern Warm Up – Bug Collector

5

Position	Numerical Expression	Value
1		9
2		10
3		11
4		12

4th – Number Pattern Warm Up – Bug Collector

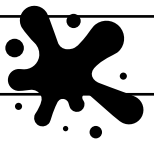
6



Input	Output
1	6
2	12
3	18
4	24

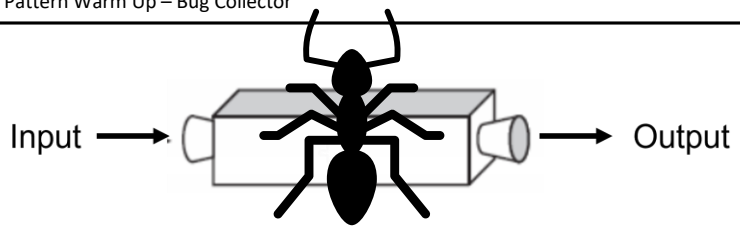
4th – Number Pattern Warm Up – Bug Collector

7

Position	Numerical Expression	Value
1		8
2		16
3		24
4		32

4th – Number Pattern Warm Up – Bug Collector

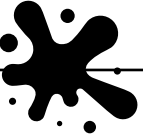
8



Input	Output
1	13
2	14
3	15
4	16

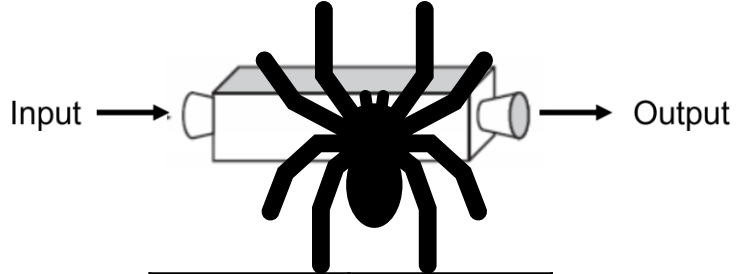
4th – Number Pattern Warm Up – Bug Collector

9

Position	Numerical Expression	Value
1		16
2		17
3		18
4		19

4th – Number Pattern Warm Up – Bug Collector

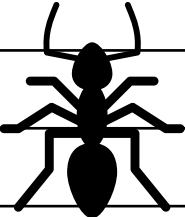
10



Input	Output
1	3
2	6
3	9
4	12

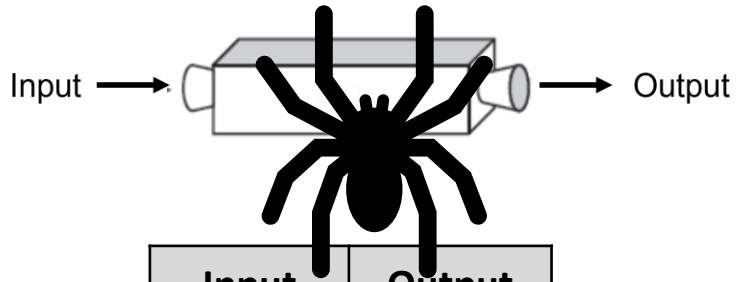
4th – Number Pattern Warm Up – Bug Collector

11

Position	Numerical Expression	Value
1		15
2		30
3		45
4		60

4th – Number Pattern Warm Up – Bug Collector

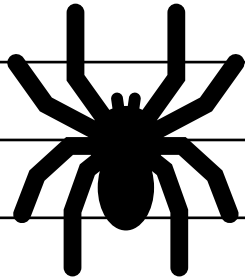
12



Input	Output
1	14
2	15
3	16
4	17

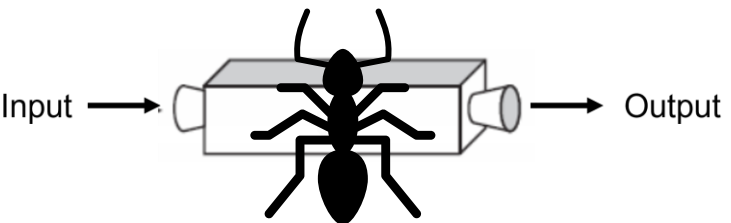
4th – Number Pattern Warm Up – Bug Collector

13

Position	Numerical Expression	Value
1		8
2		9
3		10
4		11

4th – Number Pattern Warm Up – Bug Collector

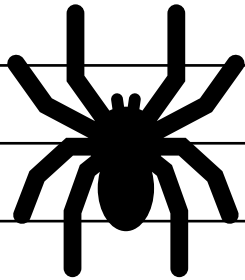
14



Input	Output
1	11
2	22
3	33
4	44

4th – Number Pattern Warm Up – Bug Collector

15

Position	Numerical Expression	Value
1		7
2		14
3		21
4		28

4th – Number Pattern Warm Up – Bug Collector


16



Input	Output
1	12
2	13
3	14
4	15

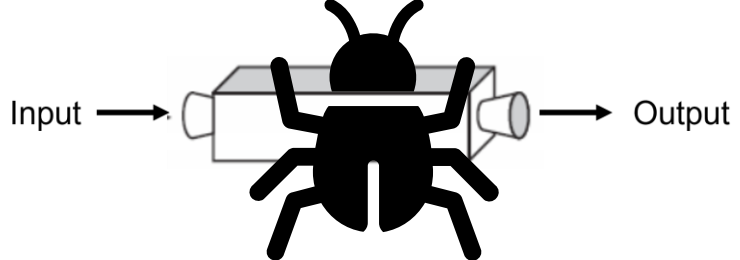
4th – Number Pattern Warm Up – Bug Collector

17

Position	Numerical Expression	Value
1		7
2		8
3		9
4		10

4th – Number Pattern Warm Up – Bug Collector

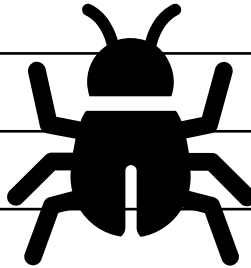
18



Input	Output
1	9
2	18
3	27
4	36

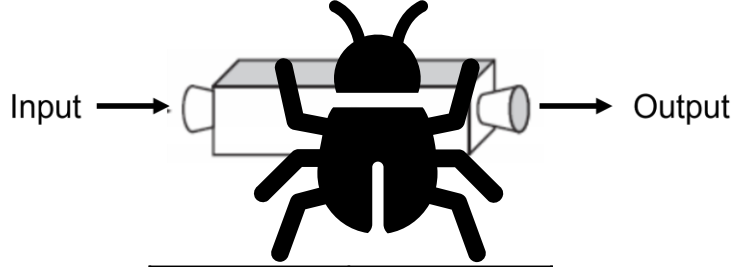
4th – Number Pattern Warm Up – Bug Collector

19

Position	Numerical Expression	Value
1		6
2		12
3		18
4		24

4th – Number Pattern Warm Up – Bug Collector

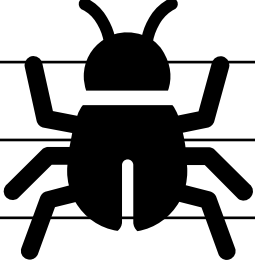
20



Input	Output
1	10
2	11
3	12
4	13

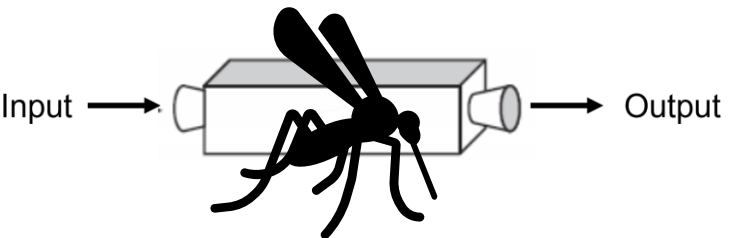
4th – Number Pattern Warm Up – Bug Collector

21

Position	Numerical Expression	Value
1		13
2		14
3		15
4		16

4th – Number Pattern Warm Up – Bug Collector

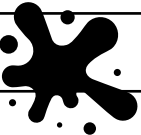
22



Input	Output
1	10
2	20
3	30
4	40

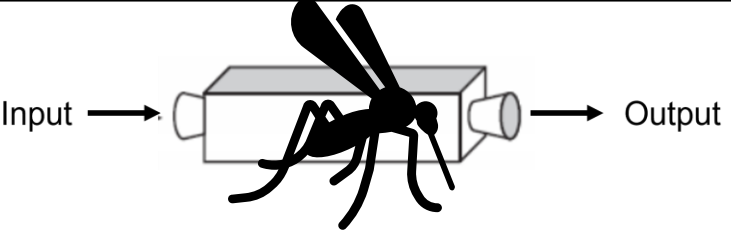
4th – Number Pattern Warm Up – Bug Collector

23

Position	Numerical Expression	Value
1		12
2		24
3		36
4		48

4th – Number Pattern Warm Up – Bug Collector

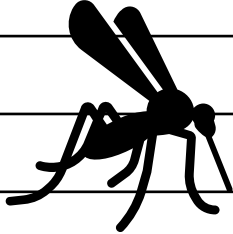
24



Input	Output
1	11
2	12
3	13
4	14

4th – Number Pattern Warm Up – Bug Collector

25

Position	Numerical Expression	Value
1		23
2		24
3		25
4		26

4th – Number Pattern Warm Up – Bug Collector

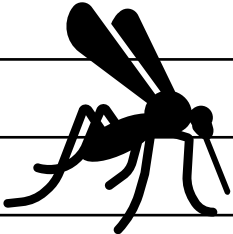
26



Input	Output
1	25
2	50
3	75
4	100

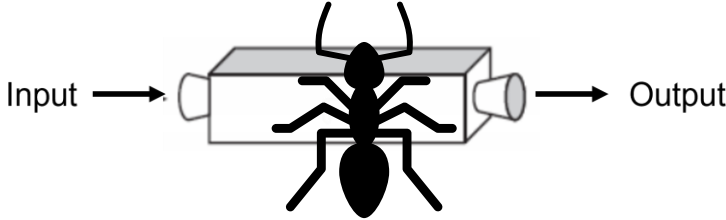
4th – Number Pattern Warm Up – Bug Collector

27

Position	Numerical Expression	Value
1		22
2		44
3		66
4		88

4th – Number Pattern Warm Up – Bug Collector

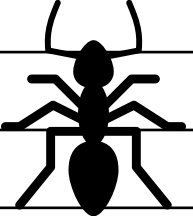
28



Input	Output
1	26
2	27
3	28
4	29

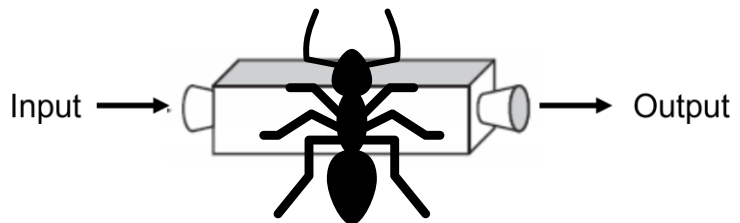
4th – Number Pattern Warm Up – Bug Collector

29

Position	Numerical Expression	Value
1		5
2		6
3		7
4		8

4th – Number Pattern Warm Up – Bug Collector

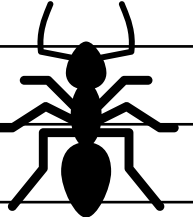
30



Input	Output
1	41
2	82
3	123
4	164

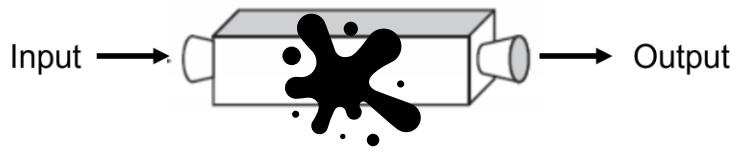
4th – Number Pattern Warm Up – Bug Collector

31

Position	Numerical Expression	Value
1		4
2		8
3		12
4		16

4th – Number Pattern Warm Up – Bug Collector

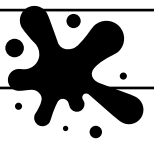
32



Input	Output
1	44
2	45
3	46
4	47

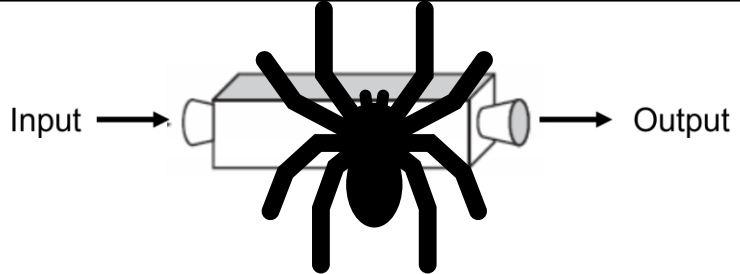
4th – Number Pattern Warm Up – Bug Collector

33

Position	Numerical Expression	Value
1		31
2		32
3		33
4		34

4th – Number Pattern Warm Up – Bug Collector

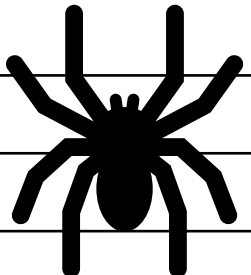
34



Input	Output
1	100
2	200
3	300
4	400

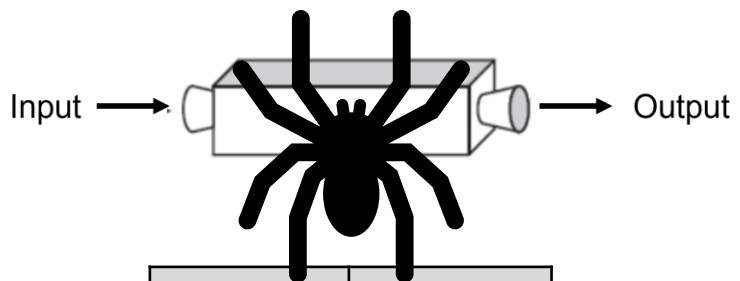
4th – Number Pattern Warm Up – Bug Collector

35

Position	Numerical Expression	Value
1		30
2		60
3		90
4		120

4th – Number Pattern Warm Up – Bug Collector

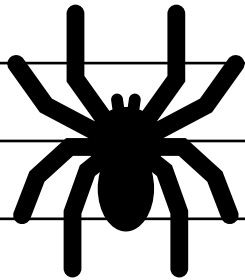
36



Input	Output
1	102
2	103
3	104
4	105

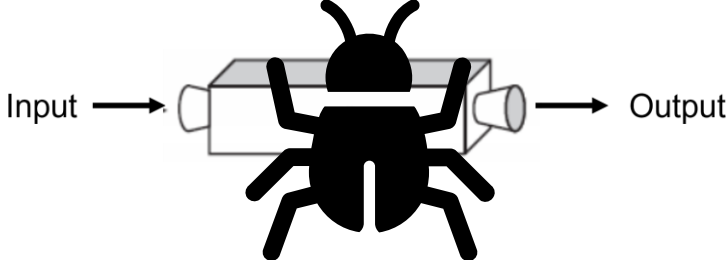
4th – Number Pattern Warm Up – Bug Collector

37

Position	Numerical Expression	Value
1		36
2		37
3		38
4		39

4th – Number Pattern Warm Up – Bug Collector

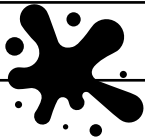
38



Input	Output
1	6
2	12
3	18
4	24

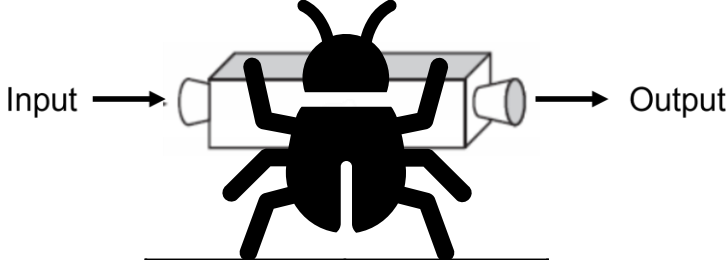
4th – Number Pattern Warm Up – Bug Collector

39

Position	Numerical Expression	Value
1		50
2		100
3		150
4		200

4th – Number Pattern Warm Up – Bug Collector

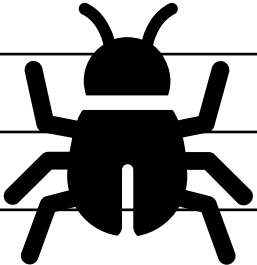
40



Input	Output
1	64
2	65
3	66
4	67

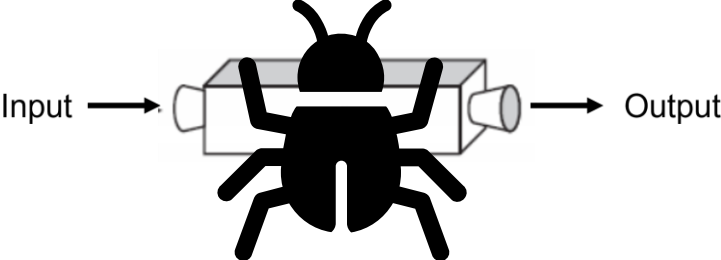
4th – Number Pattern Warm Up – Bug Collector

41

Position	Numerical Expression	Value
1		17
2		18
3		19
4		20

4th – Number Pattern Warm Up – Bug Collector

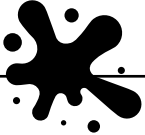
42



Input	Output
1	23
2	46
3	69
4	92

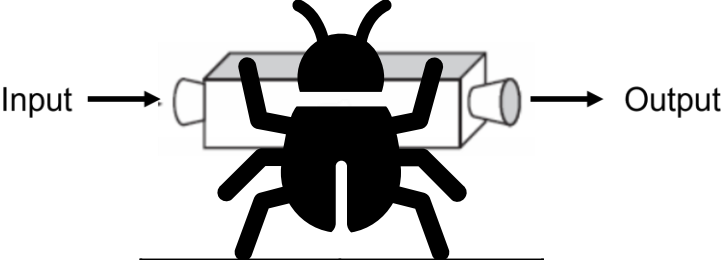
4th – Number Pattern Warm Up – Bug Collector

43

Position	Numerical Expression	Value
1		3
2		4
3		5
4		6

4th – Number Pattern Warm Up – Bug Collector

44



Input	Output
1	0
2	1
3	2
4	3

4th – Number Pattern Warm Up – Bug Collector