

Create Your Own “Visual Patterns”!

Book Creator Project Checklist

	Part 1: Design an original <u>linear</u> pattern.	Responsible Person/People
	Sketching initial ideas on blank paper or graph paper is recommended.	
	Once a pattern is agreed upon, create a formal visual that clearly shows Figure 1, Figure 2, and Figure 3 . Use digital tools to create the pattern images, or build the pattern with actual objects and take high-quality photos. NOTE: You must CREATE all images FROM SCRATCH. You may not use any images simply found online that belong to someone else!	
	Create at least one image/drawing that shows how you see the pattern growing . The image can show color-coding, numerical values, or any other strategy that clearly shows how the pattern is growing from one figure to the next.	
	Create a table of values AND a graph that includes <i>at least</i> the following: Figure 1, Figure 2, Figure 3, Figure 4, Figure 5, and Figure 10. The independent variable (x) represents the Figure number, and the dependent variable (y) represents the number of (<i>whatever your pattern is about</i>) in each Figure. *Note: Desmos may help here!	
	Create an equation that correctly represents the pattern.	
	Part 2: Design an original <u>nonlinear</u> pattern.	Responsible Person/People
	Sketching initial ideas on blank paper or graph paper is recommended.	
	Once a pattern is agreed upon, create a formal visual that clearly shows Figure 1, Figure 2, and Figure 3 . Use digital tools to create the pattern images, or build the pattern with actual objects and take high-quality photos. NOTE: You must CREATE all images FROM SCRATCH. You may not use any images simply found online that belong to someone else!	
	Create at least one image/drawing that shows how you see the pattern growing . The image can show color-coding, numerical values, or any other strategy that clearly shows how the pattern is growing from one figure to the next.	
	Create a table of values AND a graph that includes <i>at least</i> the following: Figure 1, Figure 2, Figure 3, Figure 4, Figure 5, and Figure 10. The independent variable (x) represents the Figure number, and the dependent variable (y) represents the number of (<i>whatever your pattern is about</i>) in each Figure. *Note: Desmos may help here!	
	Create an equation that correctly represents the pattern.	

Create Your Own “Visual Patterns”!

Now that you have experience with patterns, your group is going to design an original Visual Patterns mini-eBook using the Book Creator App.



- (1) Create all of the media FIRST. See the checklist on the back for the requirements.
- (2) Once all media has been created, place it in a digital eBook using the Book Creator app.
- (3) The following components are required:
 - (a) A book cover that includes your book’s title, a visual, and each author’s name.
(NOTE: Each AUTHOR’S FIRST NAME and LAST INITIAL ONLY please. THANK YOU!)
 - (b) Page 1 includes Figure 1, Figure 2, and Figure 3 visuals for your LINEAR Pattern.
 - (c) Page 2 includes Figure 1, Figure 2, and Figure 3 visuals for your NONLINEAR Pattern.
 - (d) Page 3 includes all other visuals for your LINEAR Pattern.
 - (e) Page 4 includes all other visuals for your NONLINEAR Pattern.

Want to include more pages? Go for it! Be creative, but please stick to the topic. ☺

Group Members:
(1)
(2)
(3)