Date Name



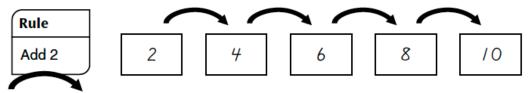
## Frames-and-Arrows Diagrams



## Note

Family Your child is bringing home an activity you may not be familiar with. It is called "Frames and Arrows."

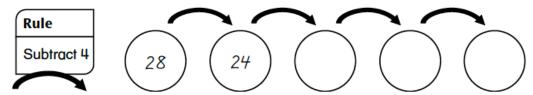
> Frames-and-Arrows diagrams are used with sequences of numbers that follow one after the other according to a special rule. Frames-and-Arrows diagrams are made up of shapes, called frames, that are connected by arrows. Each frame contains one of the numbers in the sequence. Each arrow stands for the rule that tells how to find which number goes in the next frame. Here is an example of a Frames-and-Arrows diagram:



The arrow rule is "Add 2" or "Count by 2s."

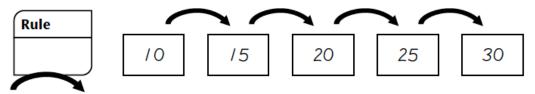
In the two examples below, some of the information is left out. To solve the problem, you have to find the missing information.

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



**Solution:** Write 20, 16, and 12 in the frames that follow 24.

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



**Solution:** The arrow rule is "Add 5" or "Count by 5s."

Your child has been solving problems like the one in Example 1—problems in which the arrow rule is given and some of the numbers in the frames are missing. In the next lesson, we will start doing problems like Example 2, in which the numbers in the frames are given and the arrow rule is missing.



## Frames-and-Arrows Diagrams cont.



Note

Family Ask your child to tell you about Frames and Arrows. Play Frames and Arrows with him or her: One player makes up a Frames-and-Arrows problem; the other player solves it.

Please return this page of the Home Link to school tomorrow. Save page 73 for future reference.

SPECIAL NOTE: We will continue to practice counting real money in class. Please send 10 dimes to school for your child's tool-kit coin collection. We will use the dimes in 2 or 3 days. As usual, please send the coins in a securely fastened envelope with your child's name printed on the outside. Thank you!

Find the missing numbers.

Rule

Add 2



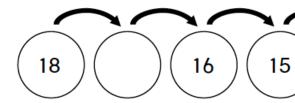


13



Rule

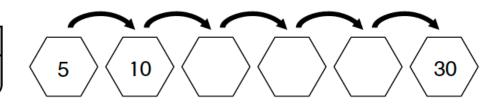
Count back by 1s



3.

Rule

5 more



## **Practice**

4. Count up by 2s.

24, 26, \_\_\_\_\_, \_\_\_\_, 34, \_\_\_\_\_