

## Drawing

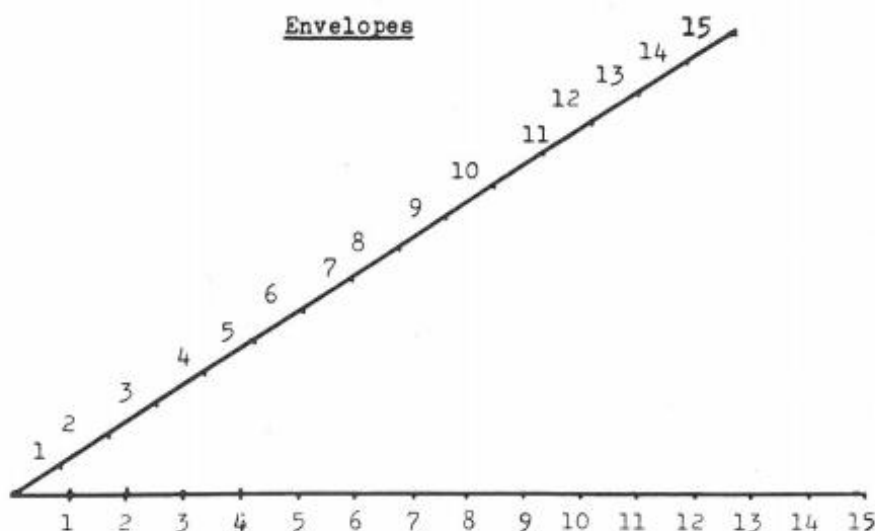
Here are some examples of activities, games or puzzles which can be used to support mathematics learning.

These examples are taken from the Drawing packs. There are three packs in this collection. The mathematical demand increases as you work through the packs. The complete packs can be downloaded at <https://www.stem.org.uk/rxzf9>

Answers to cards can be found at <https://www.stem.org.uk/rxxo5>

smile  
0071

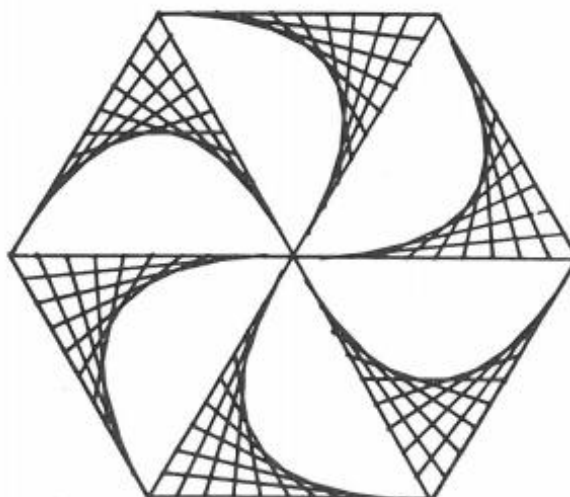
### Envelopes



- (1) Draw 2 straight lines to make an angle.
- (2) Number the lines from 1 to 15 at 1 cm. intervals.
- (3) Use a ruler to join 1 to 15.  
                                 2 to 14  
                                 3 to 13  
                                 4 to 12    and so on.

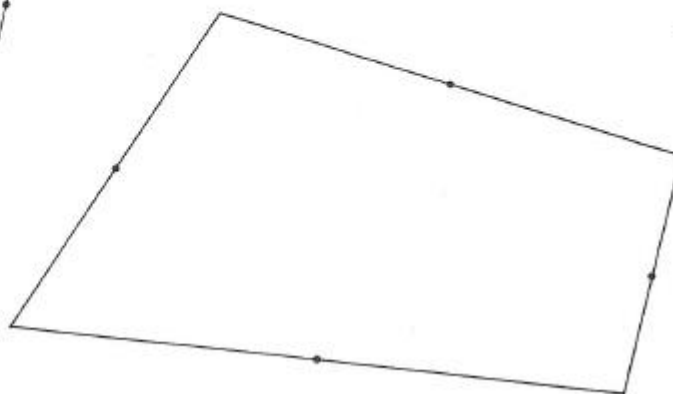
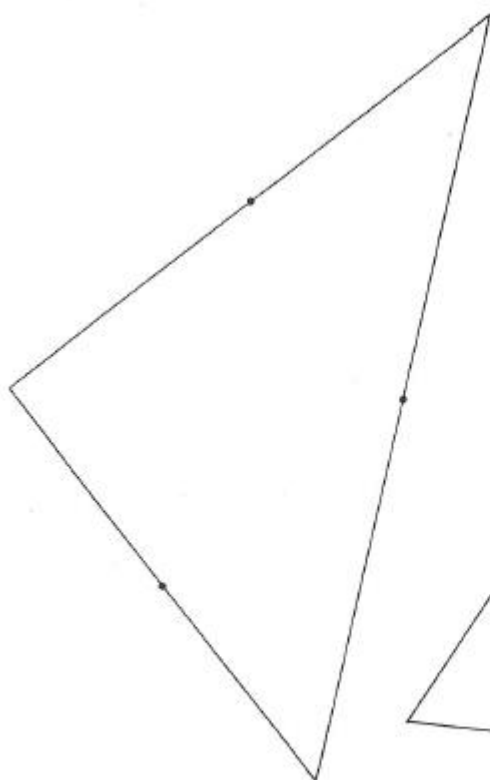
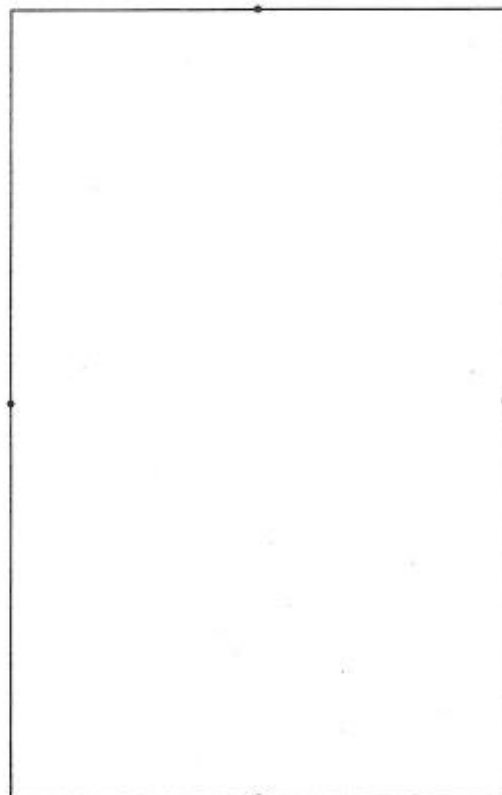
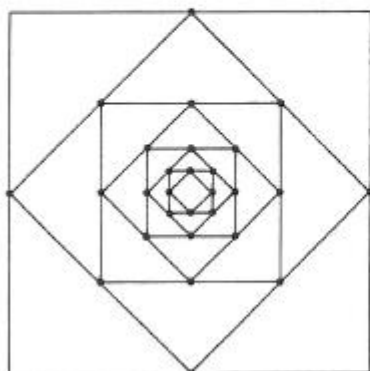
You can use this idea  
to make many different  
patterns.

Try some of your own.



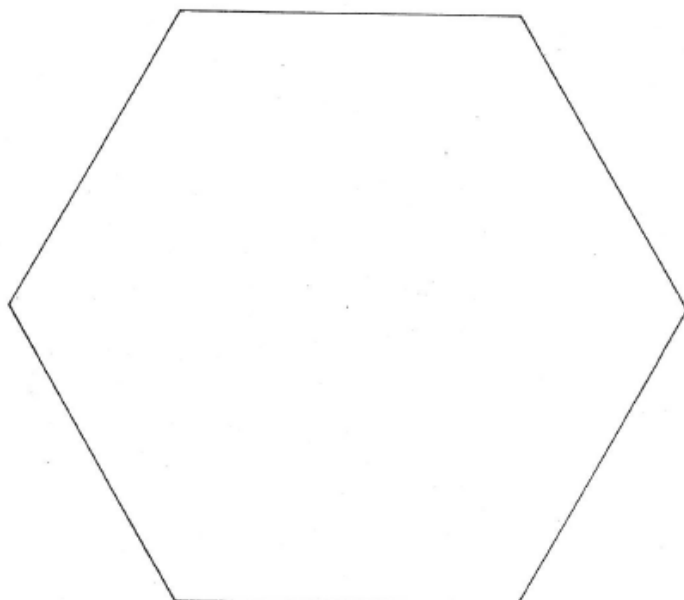
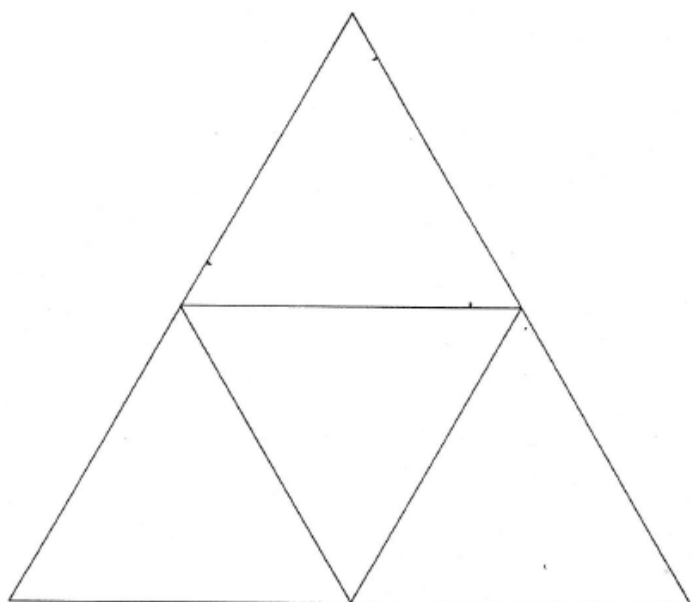
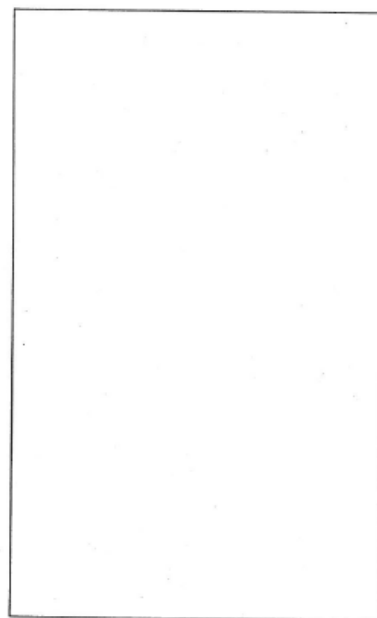
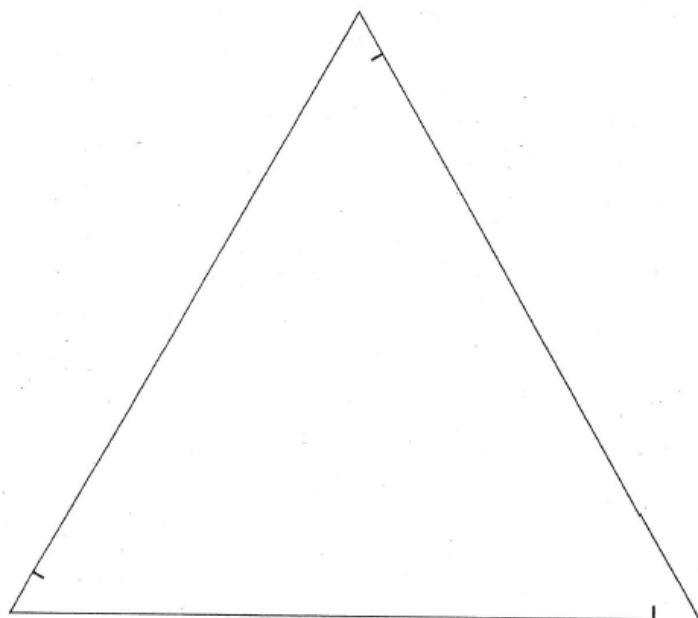
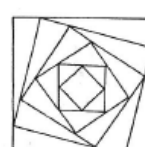
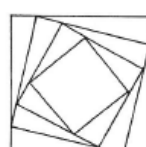
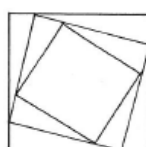
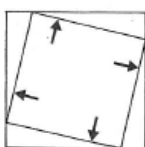
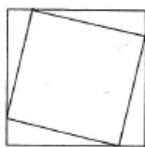
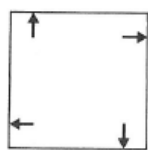
# Midpoint

- 1) Join up the dots.
- 2) Mark the mid-points of your lines with dots.
- 3) Try to 'finish' the patterns.



# Spirals

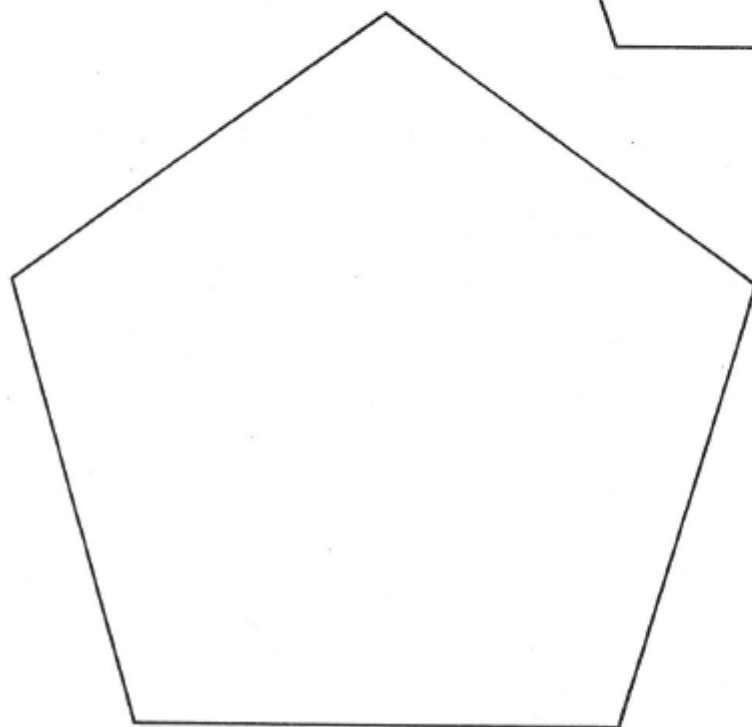
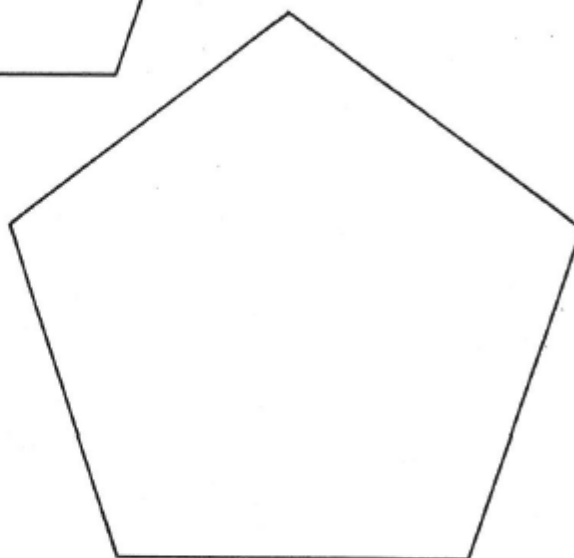
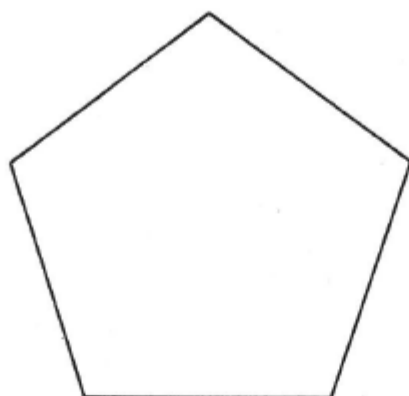
Smile Worksheet 1557



# Pentagons

Smile Worksheet 1629

Copy the patterns and continue them.



Turn over