

Symbol Syntax Matching Game

Summary

This activity gives students an opportunity to practice their knowledge of different pattern symbols in the repetitive format of a matching game.

Main Core Tie

Sewing Construction & Textiles 1

[Strand 5 Standard 3](#)

Additional Core Ties

Sewing Construction & Textiles 2

[Strand 4 Standard 1](#)

Time Frame

1 class periods of 45 minutes each

Group Size

Small Groups

Life Skills

Thinking & Reasoning

Materials

For this activity you will need the following:

- a copy of the Symbol Syntax worksheet for each of your students
- a copy of the worksheet's answer key for reference
- a complete set of game cards for each group (break up the class into groups of 5-6)
- some type of reward system for the winners of each round

Background for Teachers

Please be familiar with the symbols that are listed on the Symbol Syntax worksheet. If you need assistance in identifying some of them, please refer to the attached answer key.

Student Prior Knowledge

Students should probably be aware of what a pattern is and what it used for, but little other knowledge would be necessary to complete this activity.

Intended Learning Outcomes

Upon completion, this lesson should help students identify pattern symbols quickly and correctly.

Instructional Procedures

- Hand out a copy of the Symbol Syntax worksheet to each member of the class.
- Students can complete the worksheet using the text as their informational source, or you as you talk to them about what the different symbols mean. You could even create a note outline that covers the necessary information. Choose the best option for your teaching style.
- After students have completed the worksheet, go through it together to make sure that they have

the correct answers as a guide for the matching game that they will play.

Break the students up into groups of 5-6. Hand out a set of game cards to each group of students. Go over the directions of the game as a class--you may want to include a set of directions in the bag with the cards just in case they miss the directions the first time.

Give students the next 20-30 minutes to play as many rounds of "Memory" as possible in order for them to learn the symbols by repetition.

As students win each game you may want to reward them in some way.

When the game is over and each set is put back in its own bag, have students hand in the completed worksheet for credit.

Assessment Plan

The worksheet can be assessed for completion and correctness, maybe giving 2 points per correct answer for a total 34 points.

Bibliography

USOE Curriculum Guide

Authors

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