

# KIDCODER: LET'S BAKE A CAKE!



## PATTERN RECOGNITION



**5MIN**



**25MIN**

### STAGE 1

#### AIM OF ACTIVITY



Have you ever done something over and over again in order to complete a task? This probably means there was a pattern! For example, in the sequence below can you guess what the pattern is:

2, 4, 6, 8, 10...

#### WHAT YOU'LL NEED

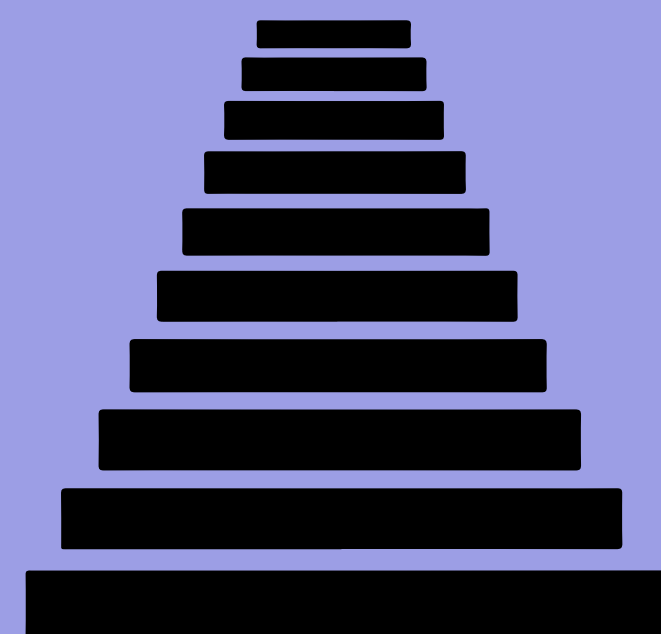
- Just yourselves - but do feel free to use props!

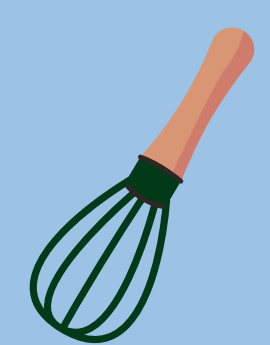
#### WHAT YOU'LL GET OUT OF IT

- Understand what it means to use pattern recognition
- Learn how to use pattern recognition to bake a cake!

## PATTERN RECOGNITION

Pattern recognition is a cornerstone of computational thinking. By looking for similar things in problems, we are using pattern recognition. In our daily lives, this is usually when we do something with a repeated action, like walking upstairs. Knowing when we'll repeat these actions can save us time in the long run, including when we're baking a cake!





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## PATTERN RECOGNITION



### WHAT TO DO

(1)

Get into small groups of about 3 or 4.



(2)

You have 10 minutes to try and think of a repeated action in the task of baking a cake. You can be as creative as you like!



Maybe you can think of a dance to represent the action!

(3)

Going round each group, take it in turns to mime your action whilst everyone else guesses.

(4)

There is a maximum of 3 guesses to correctly guess your action so try and be as expressive as possible but remember, no speaking!

### USING IN THE CLASSROOM

In pairs, write down as many repeated actions as possible in each step for baking a cake. The pair with the highest total of correct actions will win a prize!

### TAKE IT FURTHER

Using the actions that each group came up with, can you think of when you would need to use each action in the task of baking a cake? Discuss this in your group!