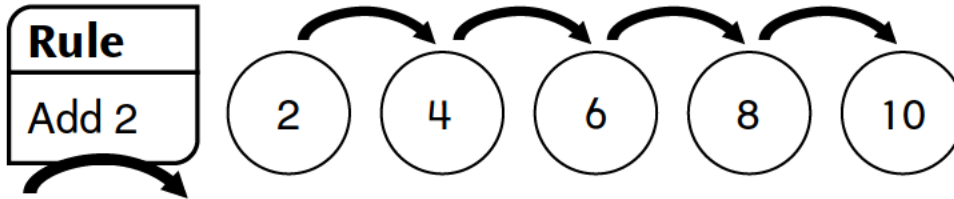


# Frames-and-Arrows Problems



## Family Note

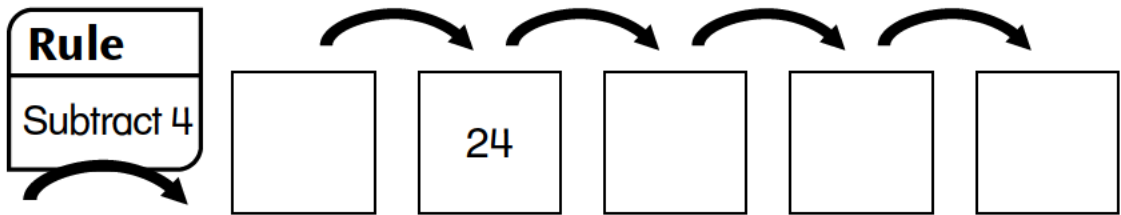
Today your child used **Frames-and-Arrows diagrams**. These diagrams show sequences of numbers—numbers that follow one after the other according to a rule. Frames-and-Arrows diagrams are made up of shapes called *frames* and arrows that connect the frames. Each frame contains one of the numbers in the sequence. Each *arrow* stands for a rule that tells which number goes in the next frame. Here is an example of a Frames-and-Arrows diagram. The arrow rule is “Add 2.”



In a Frames-and-Arrows problem, some of the information is left out. To solve the problem, you have to find the missing information.

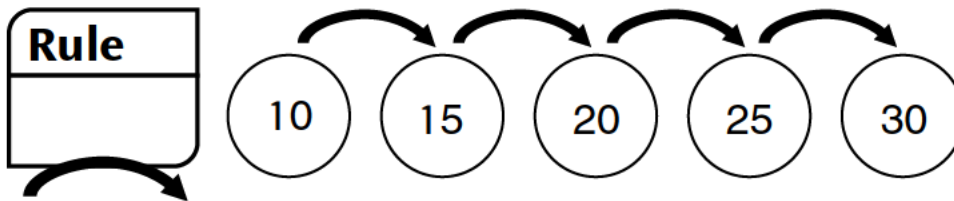
Here are two examples of Frames-and-Arrows problems:

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



*Solution:* Write 28, 20, 16, and 12 in the empty frames.

**Example 1:** Write the arrow rule in the empty box.



*Solution:* The arrow rule is Add 5, or +5.

Ask your child to tell you about Frames-and-Arrows diagrams. Take turns making up and solving Frames-and-Arrows problems like the examples above with your child.

Please return the **second page** of this Home Link to school tomorrow.





Tell someone at home what you know about Frames and Arrows. Fill in the empty frames and rule boxes.

1. 

<b>Rule</b>
+6

2. 

<b>Rule</b>
-3

3. 

<b>Rule</b>
+5

4. 

<b>Rule</b>

5. 

<b>Rule</b>

6. 

<b>Rule</b>

Now write your own Frames-and-Arrows problem on the back of this sheet. Ask someone at home to solve it.