Name Date Time

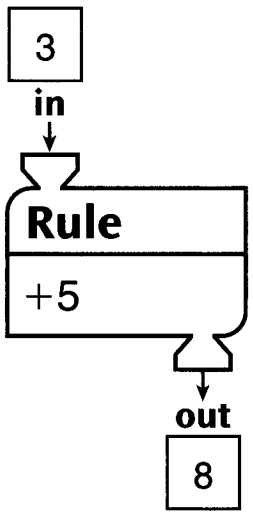
HOME LINK 2·11

"What's My Rule?"

Family Note Today your child learned about a kind of problem you may not have seen before. We call it "What's My Rule?" Please ask your child to explain it to you.

Here is a little background information: Imagine a machine with a funnel at the top and a tube coming out of the bottom. The machine can be programmed so that if a number is dropped into the funnel, the machine does something to the number, and a new number comes out of the tube. For example, the machine could be programmed to add 5 to any number that is dropped in. If you put in 3, 8 would come out. If you put in 7, 12 would come out.

We call this device a *function machine.*



You can show the results of the rule "+5" in a table:

in	out
3	8
7	12
15	20

In a "What's My Rule?" problem, some of the information is missing. To solve the problem, you have to find the missing information. The missing information could be the numbers that come out of a function machine, the numbers that are dropped in, or the rule for programming the machine. *For example:*

Rule
Add 6

in	out
3	
5	
8	

Missing: out numbers

Rule

in	out
6	3
10	5
16	8

Missing: rule

Rule
+4

in	out
	6
	16
	11

Missing: in numbers

Like Frames-and-Arrows problems, "What's My Rule?" problems help children practice facts (and extended facts) in a problem-solving format.

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

MRB 102