# ACTIVITY 1

## Button-Button Choose Your Button

**INTENT:**
Stimulate participants' thought processes regarding attributes, patterns, and sorting.

**OUTCOME:**
Participants interact with each other and think about the components of sorting and patterning.

**MATERIALS REQUIRED:**
- Assortment of buttons for each table
- Attribute list

**TIME:** 10 minutes

**PROCESS:**
1. Welcome the participants.
2. Inform participants that they will be working to increase their knowledge of patterns and sorting through the use of many button activities today.
3. Participants begin by exploring the container of buttons at the table.
4. Each table member chooses a button that they find interesting.
5. After looking at their buttons, each tablemate takes a turn explaining how their button represents them, i.e., "My button has round edges and so do I."
6. NOTE: Do not tell participants the button will represent them until after have chosen the button; this requires them to force an analogy and enhances analytical thinking.
7. After sharing out at tables, groups make a quick list of all the words that were used to describe the buttons.
8. Groups record this list on the Attributes List on their table. We will continue to add to this list throughout the day.

**SUMMARY**:
Participants are encouraged to think about attributes, patterns, and sorting as they interact with each other during the activity.