

Computational Thinking: Pattern Recognition—Self Evaluation

1. List at least three examples of patterns found in nature or other areas.

Answers vary. Examples include:

Honeycomb

Tides

Sunrise/sunset

Limericks

Shakespeare's plays

Van Gogh's brushstrokes

2. True or false, the Rosetta Stone allowed historians to decipher ancient Egyptian hieroglyphs because they were able to identify patterns between a known language on the stone and the unknown hieroglyphs. True

3. True or false, patterns in where cases of cholera occurred led John Snow to identify the source of the cholera outbreak. True

4. In your opinion, do the patterns identified by experts provide enough evidence that the artwork, *La Bella Principessa* was, in fact, created by Leonardo DaVinci? Why or why not?

Answers vary.

5. In your own words, explain why being able to recognize patterns within a problem is important for Computational Thinking.

Answers vary but may include these key points:

Patterns are opportunities for efficiency in solving problems.

Patterns help determine which operations can and need to be done in solving a problem.

Recognizing patterns is critical for using a computer to aid in solving a problem.

Patterns allow operations to be repeated, saving time.