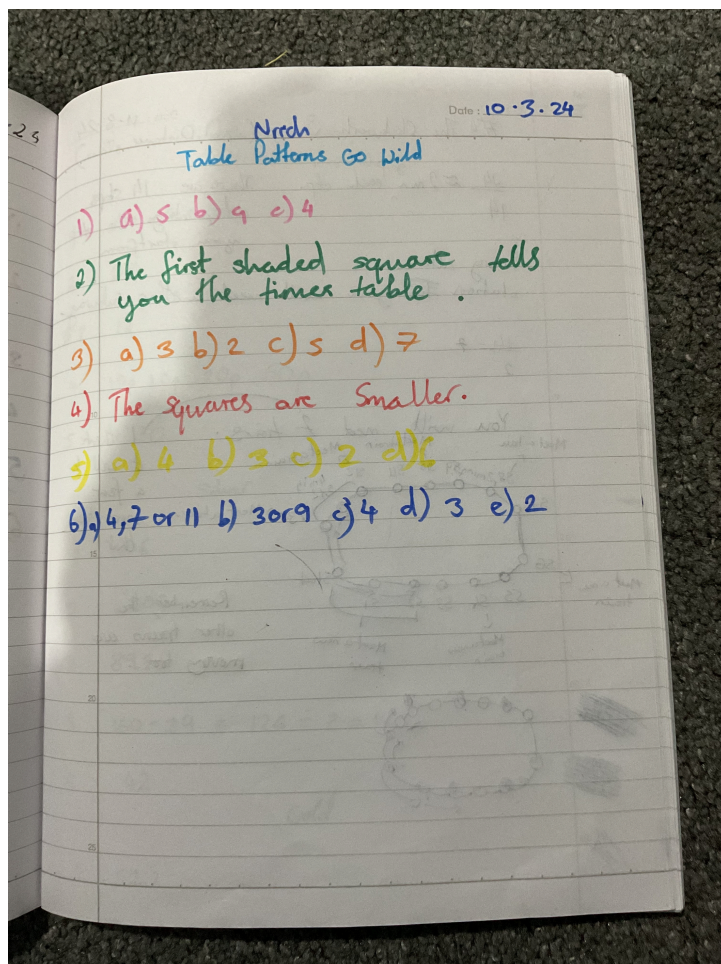


# NRICH

## TABLE PATTERNS GO WILD

ANSWERS TO QUESTIONS ASKED IN THE PROBLEM BELOW.

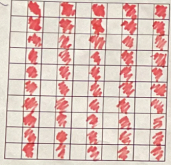


ME FINDING PATTERNS ON THE PRINTABLE SHEETS SHOWN BELOW.

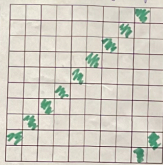


### Table Patterns Go Wild!

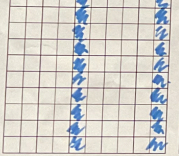
All the even numbers are in the 2 first table.  
10 grids  
2 creates a vertical pole



The number in the unit place decreases by 1 always.  
9 creates a diagonal pole



5 creates a vertical pole



10 creates a vertical pole



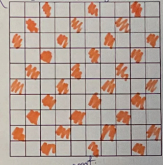
These are some examples  
Multiples of 5 always end in 5 or 0.  
They always will be in these two columns.

Multiples of 10 always will be in this column.

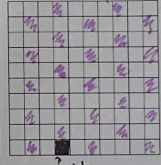


### Table Patterns Go Wild!

You take away 1 from the unit place.  
10 grids  
3 creates a diagonal line



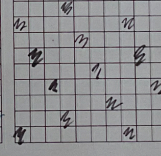
The ones with 8 numbers always ends in 4 or 6.  
The ones with 3 numbers always ends in 2, 6 or 8.  
6 creates a pattern



6 creates a pattern

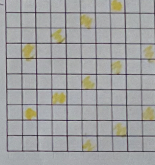


A mistake  
7 creates a pattern

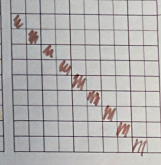


### Table Patterns Go Wild!

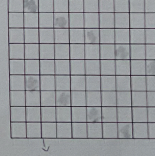
They are a horse race apart.  
10 grids  
8 creates a pattern



The unit place increases by 1.  
11 creates a diagonal line



12 creates a pattern



1 creates everything



They are a horse race apart