### Grade-Level Standard

**M.3.OA.9**
Identify arithmetic patterns (including patterns in the addition table or multiplication table), and explain them using properties of operations. For example, observe that 4 times a number is always even, and explain why 4 times a number can be decomposed into two equal addends.

### DLM Essential Element

**M.EE.3.OA.9**
Identify arithmetic patterns

### Linkage Levels

#### Initial Precursor:
- Recognize same
- Recognize different

#### Distal Precursor:
- Order objects
- Classify
- Contrast objects

#### Proximal Precursor:
- Recognize patterns

#### Target:
- Recognize repeating patterns
- Recognize symbolic patterns
- Recognize growing patterns

#### Successor:
- Extend a symbolic pattern by applying the rule
- Recognize the pattern rule in a growing pattern

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A diagram showing the relationship of nodes in the mini-map appears below.

**Key to map codes in upper right corner of node boxes:**

- IP Initial Precursor
- SP Supporting
- DP Distal Precursor
- S Successor
- PP Proximal Precursor
- UN Untested
- T Target
M.EE.3.OA.9 Identify arithmetic patterns