Name _____ Date _____

Discover the Number Machine · 1

Both examples use one rule: multiply, then add. Apply that rule to the last input.

1. Step 1

3 → 5

5 → 7

11 → ☐

2. Step 1

3 → 6

6 → 9

14 → ☐

3. Step 2

3 → 9

7 → 21

9 → ☐

4. Step 2

3 → 9

8 → 24

12 → ☐

5. Step 3

3 → 15

9 → 33

15 → ☐

6. Step 3

3 → 16

10 → 37

13 → ☐

Original practice activities, not a standardized test or IQ score. Steps describe the task, not an age or ability grade.

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