Name _____ Date _____

Discover the Number Machine · 2

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

1. Step 1

4 → 7

5 → 8

14 → ☐

2. Step 1

4 → 8

6 → 10

9 → ☐

3. Step 2

4 → 16

7 → 28

12 → ☐

4. Step 2

4 → 16

8 → 32

15 → ☐

5. Step 3

4 → 23

9 → 43

10 → ☐

6. Step 3

4 → 24

10 → 48

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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