

Invitation To Visit “The Pattern Mountain”

What if we could completely transform how the next generation interacts with mathematics, science, and faith?

You are cordially invited to visit **The Pattern Mountain**—a radical educational initiative designed to align geometry, science, and Scripture by unlocking the structural Pattern of Creation. As someone with a keen interest in innovative science education, I would love to share this vision with you.

During your visit to the mountain, which is situated in **Die Wilgers, Pretoria East**, I will show you how the concept of "playscience" works.

During the visit, you will experience:

- **The Build Camp:** See how physical geometric models made of balls and bricks replace traditional homework with interactive, collaborative discovery.
- **The Expedition Theatre:** Explore a mountain model where players virtually climb routes over the models they have built to reach four mountain peaks: The Temple Cube, The Atom Cube, The Vacuum Cube, and The City Cube. Players compete to answer questions about these models to win the Pattern Mountain Trophy.
- **The Ultimate Objective:** Witness how geometric models are used to reveal a breathtaking view of God’s Glory through math and model.

We strive to inspire minds to play seriously and with purpose.

I would truly honour your presence and value your insights to help fine-tune this initiative.

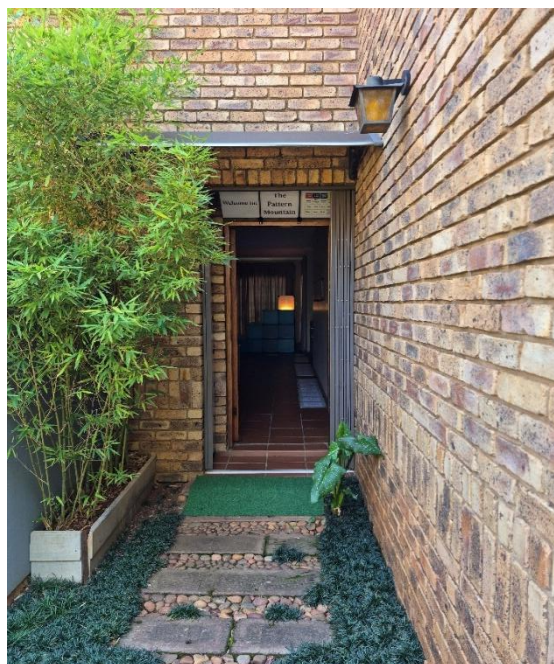
Please let me know a daytime slot that suits you—any day of the week—by completing the Contact Form on *thepatternplay.com* website.

Warm regards,

SP Viljoen

Chairman:

The Pattern Science Association



THE PATTERN MOUNTAIN: SHORT VIDEO SCRIPT

[0:00 - 0:05] THE HOOK

- Visual: A close-up of a hand writing $a + b = c$ on a whiteboard. Suddenly, the camera quickly transitions to a hands-on shot of 3D geometric shapes built from plastic balls and LEGO® bricks.
- o Voiceover: "What if algebra wasn't homework... but a grand adventure?"

[0:05 - 0:15] THE CONTEXT

- Visual: Fast cuts of enthusiastic participants looking at a large colourful "Mountain Map" handout and laughing while building together.
- o Voiceover: "Welcome to The Pattern Mountain. We use a radical scientific method to align geometry, science, and the Bible to unlock the structural Pattern of Creation!"

[0:15 - 0:25] THE GAMEPLAY

- Visual: Show the "Build Camp" tables with bricks scattered everywhere. Text on screen pops up: BUILD CAMP. Then, flash to a screen projection of a virtual mountain landscape. Text on screen: EXPEDITION THEATRE.
- o Voiceover: "Get your hands dirty at Build Camp constructing mountain models. Then, enter the Expedition Theatre to race through four epic peaks: The Temple, The Atom, The Vacuum, and The City!"

[0:25 - 0:35] THE CLIMAX

- Visual: A team cheers, high-fives, and raises the official Pattern Mountain Trophy or holding up their completed Summit Certificates.
- o Voiceover: "Answer the Q&A checkpoints, outpace the competition, and witness the ultimate view of God's Glory through math and model!"

[0:35 - 0:45] CALL TO ACTION

- Visual: Graphic screen showing the text:

PLAY SERIOUSLY. PLAY WITH PURPOSE.

- o Voiceover: "Are you ready to play seriously? Join the playscience movement at thepatternplay.com!"

THE PATTERN MOUNTAIN MAP

	Path 1	Path 2	Path 3	Path 4	
Range 4	Temple Cube 	Atom Cube 	Vacuum Cube 	City Cube 	Copy
Range 3	Open Cube 	Disduonity Cube 	Duonity Cube 	Spherecube Cube 	Cube
Range 2	Pillar Pn6⁰ Pillar $(6 + 0)^0 = 6^0$ $(5 + 1)^0 = 6^0$ $(4 + 2)^0 = 6^0$ $(3 + 3)^0 = 6^0$ $(2 + 4)^0 = 6^0$ $(1 + 5)^0 = 6^0$ $(0 + 6)^0 = 6^0$ $(a + b)^0 = 6^0 = 1$	Wall Pn6¹ Wall $(a + b)^1 = 6^1$	Block Pn6² Block $(a+b)^2 = 6^2 = aa + ab + ba + bb$	Column Pn6³ Column Duonity Column of Sphere-cubes	Number
Range 1	Cluster 	Code 	Twist 	Spherecube Cluster 	Cluster

THE PATTERN MOUNTAIN: CHALLENGE

WHAT'S IN THE PLASTIC POCKET

This pamphlet, the Pattern Mountain Map handout and 4 quad-cards with questions on the mountain models.

EXTRA GEAR NEEDED

- Coloured plastic balls & LEGO® bricks.

GAME SETUP AND ROLES

- The Squad: 4 Players + 1 Leader (Peter).
- Player Mode: Score the most points with correct answers to win the Mini-Mountain Trophy.
- Team Mode: Compete against other teams to claim the Pattern Mountain Trophy.

PHASE 1: BUILD CAMP

Split your 4-player team into two duos. Build the models together and learn them well before time runs out.

1. Ball Blitz (Duos)

- Duo A: Build the Cluster using plastic balls.
- Duo B: Build the Code using plastic balls.

2. Brick Blitz (Duos)

- Duo A: Build the Wall and the Rod using LEGO® bricks.
- Duo B: Build the Block using LEGO® bricks.

3. The Last build (All 4 Players)

- Full Squad: Work together to build the Half-Pyramid using LEGO® bricks.

PHASE 2: EXPEDITION THEATRE

Peter takes the mic as the Expedition Leader. He reads the colour-coded questions from the cards. All 4 players race to shout the correct answers first!

-  Red Questions: The Temple Peak Route
-  Purple Questions: The Atom Peak Route
-  Blue Questions: The Vacuum Peak Route
-  Gold Questions: The City Peak Route
-  White Questions: Extra questions

Wrong Answer Rule: A wrong answer keeps you out for the next round.

HOW TO WIN

- Solo Champ: The individual player with the most correct answers wins!
- Tournament Champ: When two or more teams play, the team with the most total correct answers wins!

 **WARNING: CHOKING HAZARD** – Small parts. Not for children under 3 years.

LEGO® is a trademark of the LEGO Group, which does not sponsor or endorse this game.

The Challenge game format is the property of The Pattern Science Association.

Cluster



How many balls of each colour in the Cluster? 4 red, 4 purple, 4 blue (plus 1 gold/yellow ball in the centre/core).



How many layers of balls in the spherical Cluster? 3 layers [top; 3 balls, middle; 6 (+1) balls, bottom; 3



How many edges in a cuboctahedron? 24 edges of equal length. [A Cluster is a cuboctahedron shape.]



Inside which 3D shapes can the Cluster fit alternately? A sphere and a cube.

Build Camp



Expedition Theatre



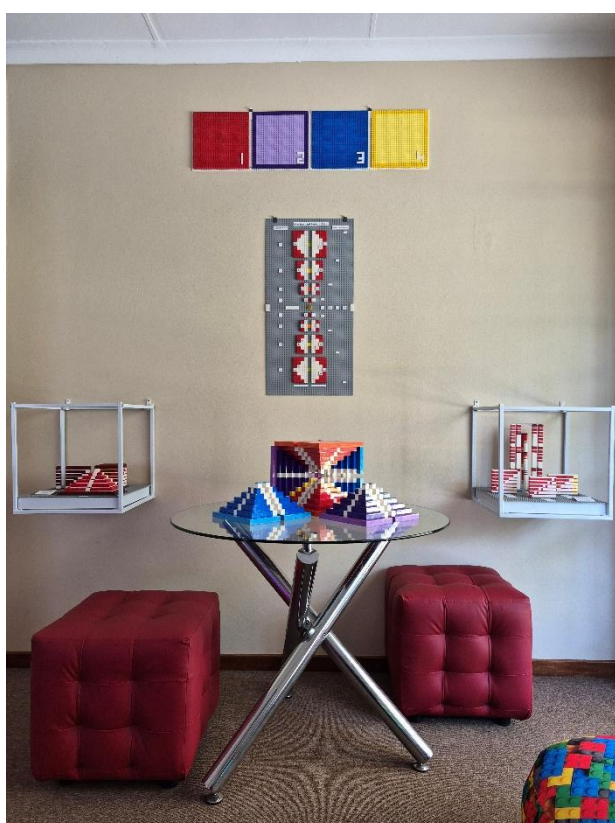
Cluster Models – Range 1



Number Models – Range 2



Cube and Peak Models – Ranges 3 and 4



The Pattern Cube

