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Problem Solving

1)

A. Get the Parrot,Seed and Cat over to the other side of the river with out letting any of them eat the other.

B. The seed and the cat can be left together.

C. Get all the Items across the River.

2.

A. The cat and parrot can’t be together. The Parrot and Seed can’t be together. Only one item aside from the Capt. Can be in the boat.

B. Don’t let any of the items destroy another one.

3.

A. Leave the cat and seed together while taking the parrot. Leaving the cat and the seed is always ok. Cat and parrot are the problem keep them apart using the seed as an advantage.

4.

A. Yes

B. Yes

5.

A. Parrot first to be placed on the left side of the river, Return and grab the Seed. When dropping of the seed take the Parrot back to the right. When dropping off the parrot on the right take the cat and put him on the left with the seed. Return for the parrot on the right and place him on the left.

B. I used a drawing using “C” “P” and “S” with arrows taking them back and fourth on the river.

1.

A. X amount of socks in a drawer and I need to ensure a pair for problem “A” and a pair of each for problem “B”

B. Chance is not allowed all stats must be a 100% guarantee 10 black, 6 brown, 4 white.

C. Gather 1 pair with no room for error, gather 1 pair of each no room for error.

2.

A. Cant look until full selection is made.

B. How many needed in one selection to get 1 pair, How many in one selection to get a pair of each.

3.

A. With 3 kinds of sock I only need 4 to get a pair of one. To get a pair of each it will require 18 assuming I gather all 10 back all 6 brown and the get my pair if white.

4.

A. Yes

B. Yes

5.

A. Getting 4 socks ensure I will get a pair of at least 1 kind of sock with there being only 3 kinds. To ensure one of each I will need 18 socks assuming I gather all 10 black followed by all 6 brown the finally the last 2 white I need for a pair of each.

B. I used amounts of socks first by variety of socks for part “A” then by sheer amount for Part “B”.

1.

A. Solve what finger the girl will land on in her manor of accounting.

B. There will be a pattern but I have to find it.

C. Solve the problem using a pattern that will be discovered.

2.

A. Stay within her manor of counting.

B. What finger will she land on for 10, 100, 1000.

3.

A. Find the Pattern for each finger. Maybe use a drawing.

4.

A.

B.

5.

A.

B.